

PLANET OF DOOM

C+VG's Role-playing Game

How to play

They said it couldn't be done! The C+VG team transformed into miniature figures and stuck in a plastic bag on the front cover! Please rescue them before they suffocate! Then save them from certain death on the planet of doom by playing our exclusive fantasy role-playing board game, created by none other than *Marshal M. Rosenthal!* Marshal transported the C+VG's into the 31st Century by digitising them using a neat bit of hi-tech machinery at his New York headquarters. He also made up the rules, designed the board and took all the pictures. Pretty good for a miniature figure you'll agree! Read the rules and play the game. Meanwhile, the boffins at IDEAS Central are hurriedly attempting to find a way to deminiaturise the C+VG team in time for the next ish. But meanwhile your mini-figures of Lesley, Tim, Paul, Craig and Marshal M. come complete with heavy-duty weaponry, designer space-wear and various silly hats ready for you to play around on the Planet of Doom! Just like having the whole team always available to use and abuse. Go to it!

Here's the lowdown — and it isn't good! Being a criminal in the 34th century is no better than any other time. There are good days and bad days. Good days mean getting away with a planetful of plunder. A bad day means getting caught. Which is just what's happened.

But even that's not SO bad! You've got a chance for a quick parole. All you have to do is zip down to a good ore that the planet out in the sticks and pick up this special ore that the Federation of Mining Planets want to take a look at. What's the catch? Well, seems that the place is radioactive, overgrown with mutated jungle creatures, and is definitely not the vacation spot of the Galaxy.

Plus there's one other slight catch to the whole affair. Four other slobes have been offered the same chance for parole. The first to get the ore and blast off wins freedom. Everybody else gets to stay!

RULES

Place your figure on the corresponding picture of the character. Use a dice to take turns as you move counter-clockwise on the squares.

The object is to be the first person to recover the ore and blast off in the spaceship. To do this you must:

- First land ON the shielded box square.
- Then land ON the ORE square (if no box, then no ORE).
- Finally land ON the spaceship.

If you should land on a square occupied by another character, you can force him/her to:

- Take the next turn going backwards.
- Exchange places with anyone else on the board.
- A Safety Zone protects whoever is on it from any harm. No one can do ANYTHING to a person while he/she is on a Safety Zone.

YOUR FREE FIGURES!


Just a few words about the figures which come FREE with this issue of C+VG. There are FIVE figures to complete the Planet Doom set. You get two different figures with each issue. Why not swap them with your friends to get the exact team YOU want?

If you want to play the game with more than two people you can always use coloured counters or simply cut out the dossiers to opposite and use them to represent your character.

Please write and tell us what you think about this board game idea. Would you like to see more games like this? How about getting more figures to play with? We're waiting for your letters and phone calls...

INTERGALACTIC DOSSIER
Most Wanted List


Name: WEEZIE
Physical Characteristics: Smells of machine oil and burnt insulation.
Last Known Criminal Act: "Borrowed" the Power Station from High City to light some cigars.
Last Seen: Stoned out of his mind.
Confrontation Procedure: Hold your nose!



IDEAS
ident
corp.

INTERGALACTIC DOSSIER
Most Wanted List


Name: DEKE BENZETON
Physical Characteristics: Carries a toothbrush and comb for photo opportunities.
Last Known Criminal Act: Towing Zarga/Alpha's MIN to a new location so as to increase beach dips.
Last Seen: With a splendid tan.
Confrontation Procedure: Ask him to leave.



IDEAS
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INTERGALACTIC DOSSIER
Most Wanted List


Name: THE BLACK MARSHAL
Physical Characteristics: Doesn't smile, grin, or like anybody or anything.
Last Known Criminal Act: Wiped out all inhabitants of LOUDHOIST City, BoomBox System.
Last Seen: Stealing candy from a baby.
Confrontation Procedure: Hide until he leaves!



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INTERGALACTIC DOSSIER
Most Wanted List


Name: LADY CRUSHAFT
Physical Characteristics: Likes to carry a big gun, likes to use it!
Last Known Criminal Act: Utter destruction of two shopping malls in Beta Lira quadrant.
Last Seen: On her 11th Honeymoon (the late Baron Flashke)
Confrontation Procedure: Just give her what she wants.



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INTERGALACTIC DOSSIER
Most Wanted List

Name: HUNCHBACK MCLOON
Physical Characteristics: Huge, Massive. More of the same.
Last Known Criminal Act: Removing the foundation from beneath pond colony 52-117.
Last Seen: No one will admit to this.
Confrontation Procedure: You must be picking!



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24 HOUR

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All you have to do is answer the following Gremlin Graphics questions and send your answers to Alternative World Games Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and the referee's decision is final.

GAMES Competition



Questions

1) What is the name of the evil organisation featured in Gremlin's Mask and Mask II? Is it A) VENOM. B) SPIT. C) BILE.

Answer: _____

2) What is the name of Jack the Nipper's second adventure?

Answer: _____

3) What animal is Monty? is he A) Mole. B) Badger. C) Rabbit.

Answer: _____

4) Gremlin's expected Christmas smash

is based on which character? Is it A) He-Haw. B) Ho-Hum. C) He-Man.

Answer: _____

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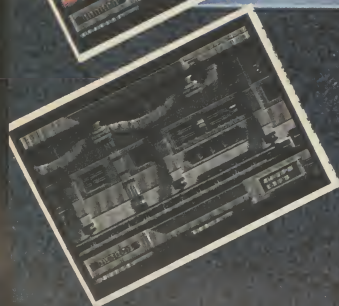
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TOP TEN GRAFFITI COMPETITION



Here's the first person to win his way through to the final of our wicked Graffiti Comp. The winner from October's issue is Nick Adams of Plymouth. If you think you can match Nick's graffiti skills, or perhaps you think you can do better, start working, now!! In case you've forgotten the rules, I'll quickly remind you.

Just create your own *original* piece of graffiti — the only restrictions on your creation are that it **MUST** include the Top Ten and C+VG logos somewhere. You can either send a photo of your work or simply send your completed artwork to Computer and Video Games, Top Ten

Graffiti Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And the prize? An all expenses paid trip to New York to see graffiti artists at work!

Remember to secure the coupon to your entry.

C+VG/Top Ten Graffiti Competition.

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Address _____

Age _____

Computer owned _____

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"DID I REALLY JUST **DIVE** THROUGH A MONITOR SCREEN...?"



"A SCREEN THAT SEEMED TO HAVE SWALLOWED **LION-O** JUST SECONDS EARLIER...?"

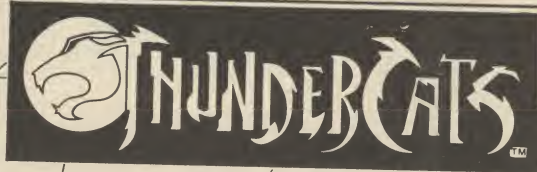
"THE OLD SPACE-SHIP WE FOUND IN THE FOREST WAS REAL, WASN'T IT? AND HADN'T THERE BEEN SOME WEIRD ENERGY FIELD...?"



"...WHICH PLUCKED THE **EYE OF THUNDERA** FROM **LION-O**'S SWORD..."

"AND DIDN'T WE RUSH ON BOARD AFTER THE EYE, AND SEE THE SCREEN...?"

IF ALL THAT HAPPENED, AND I REALLY DID DIVE THROUGH THE SCREEN... WHERE HAS **LION-O** GOT TO...?"

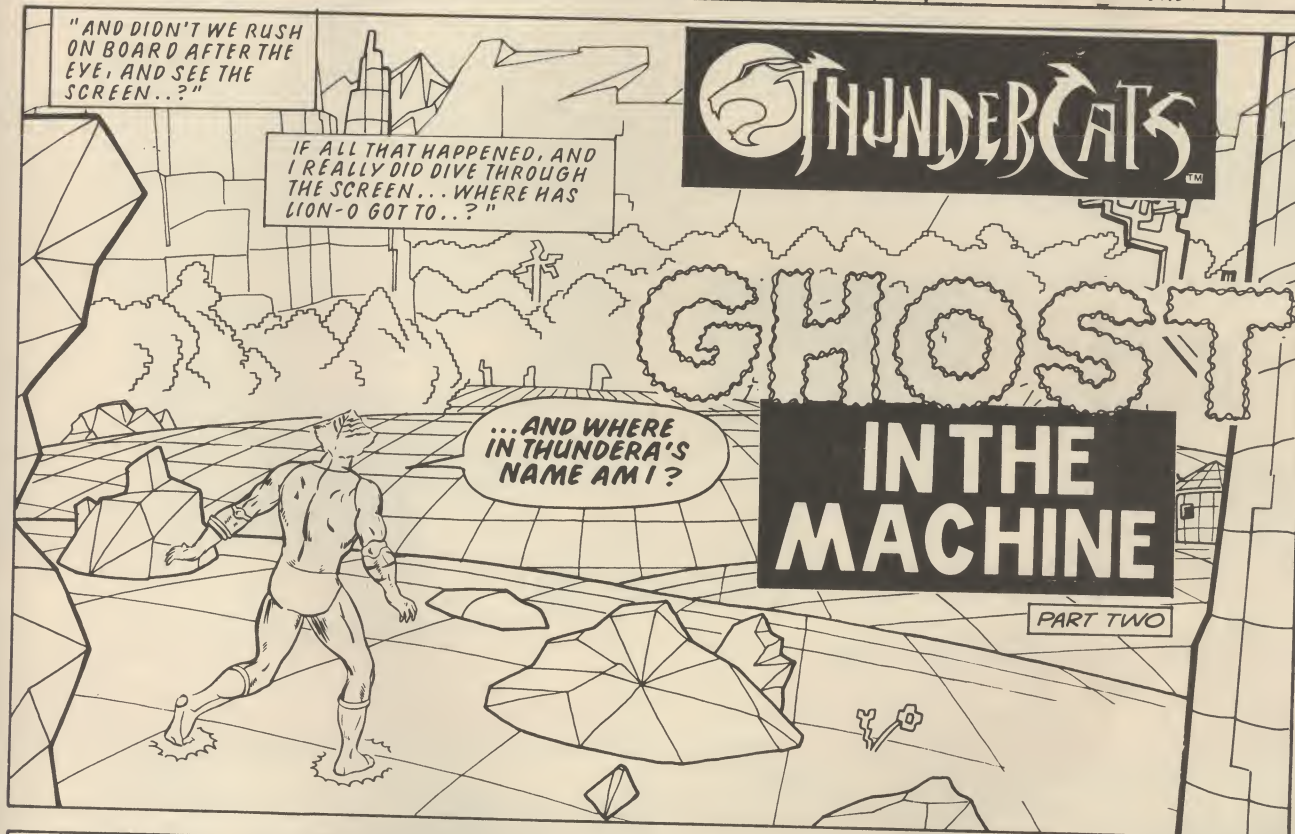


GHOST

IN THE MACHINE

PART TWO

...AND WHERE IN THUNDERA'S NAME AM I?



IT'S A GOOD QUESTION, **TYGRA**—BUT I HAVEN'T HAD TIME TO COME UP WITH ANY ANSWERS YET!

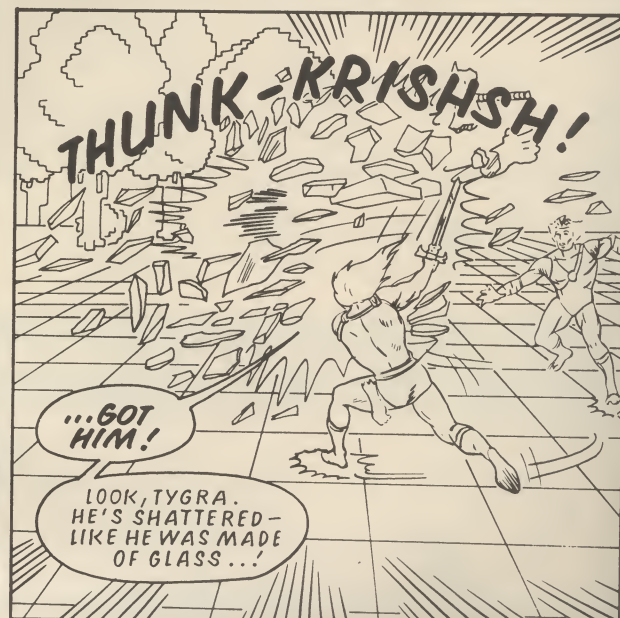
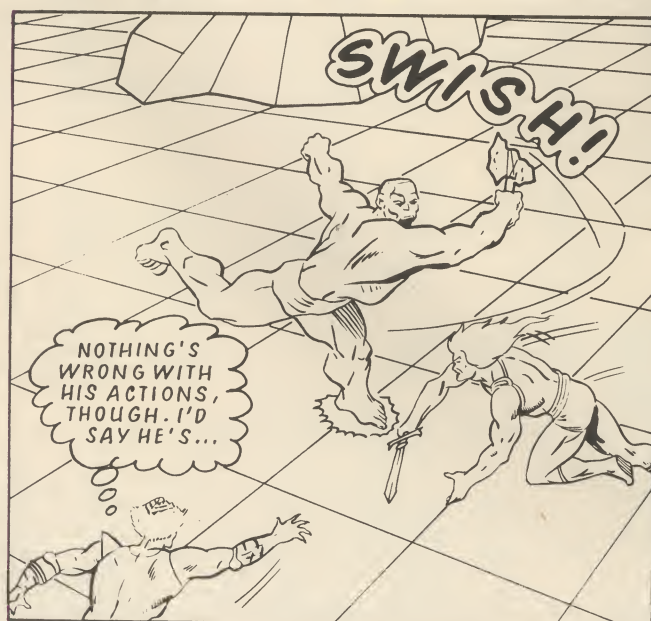
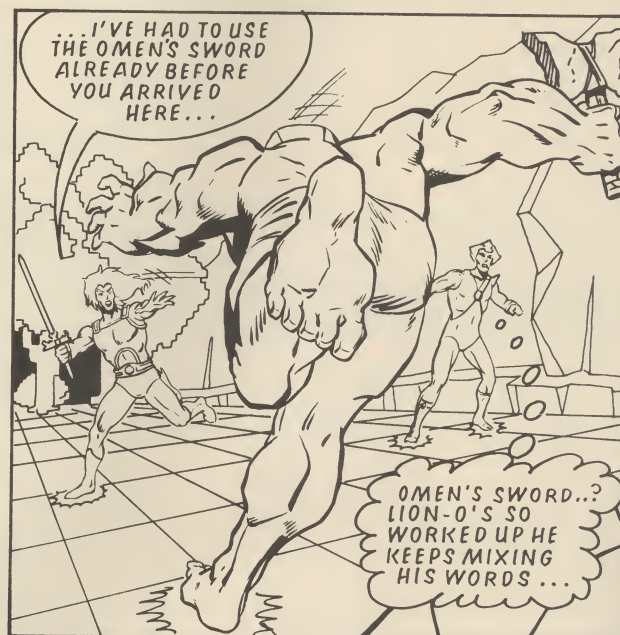
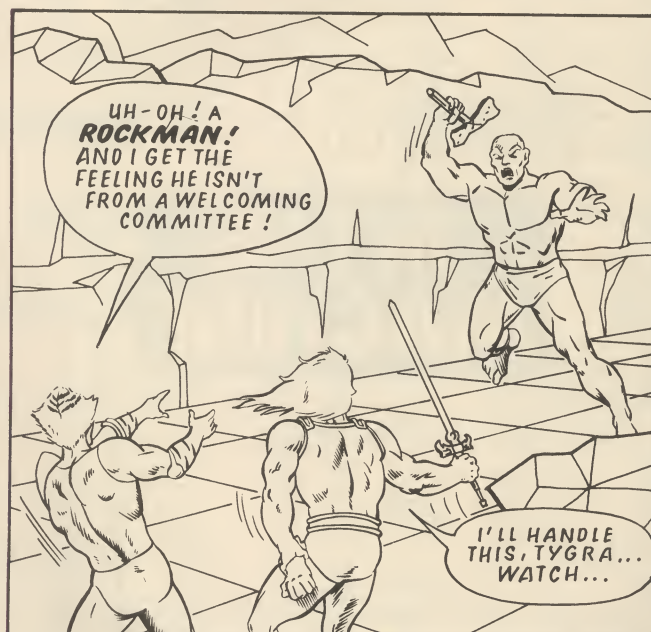
LION-O!
YOU'RE SAFE!



YES—BUT IS THE EYE...? LOOK! THE THUNDERCAT SYMBOL WARNS OF DANGER...

EVEN IF WE DON'T KNOW WHERE WE ARE, WE AT LEAST KNOW WHERE WE'RE HEADED! COME ON...!





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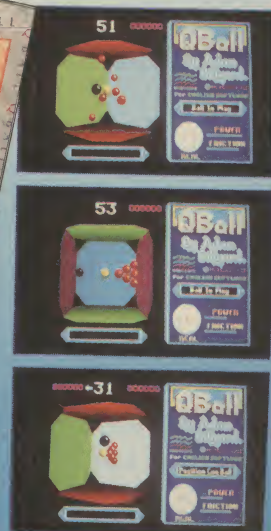
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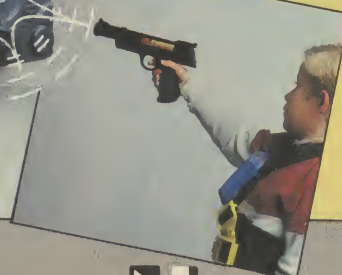
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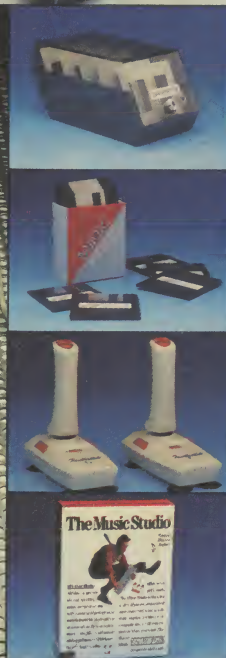
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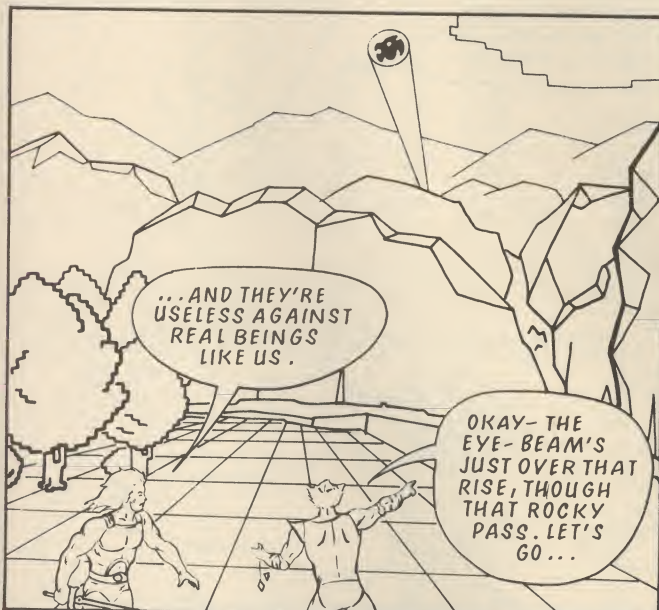
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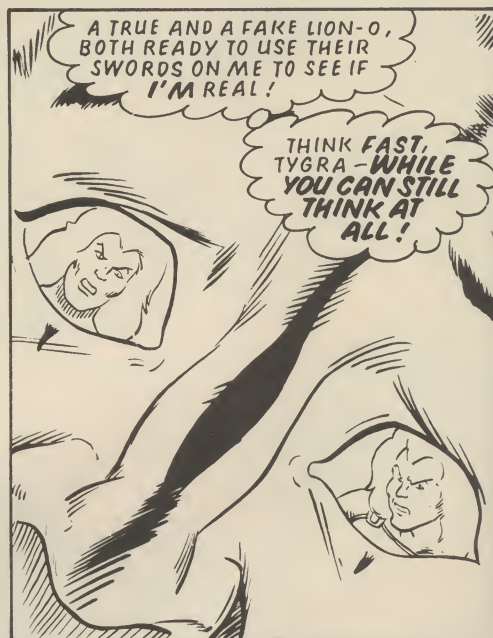
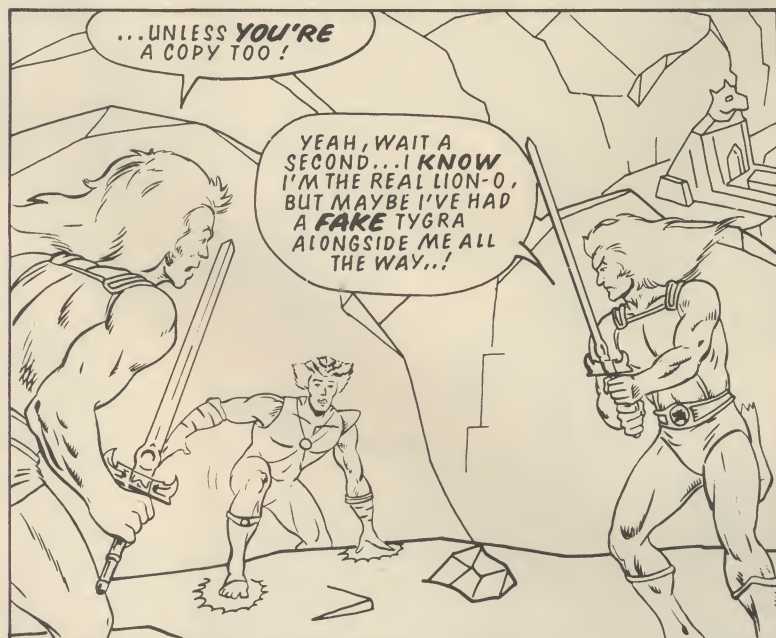
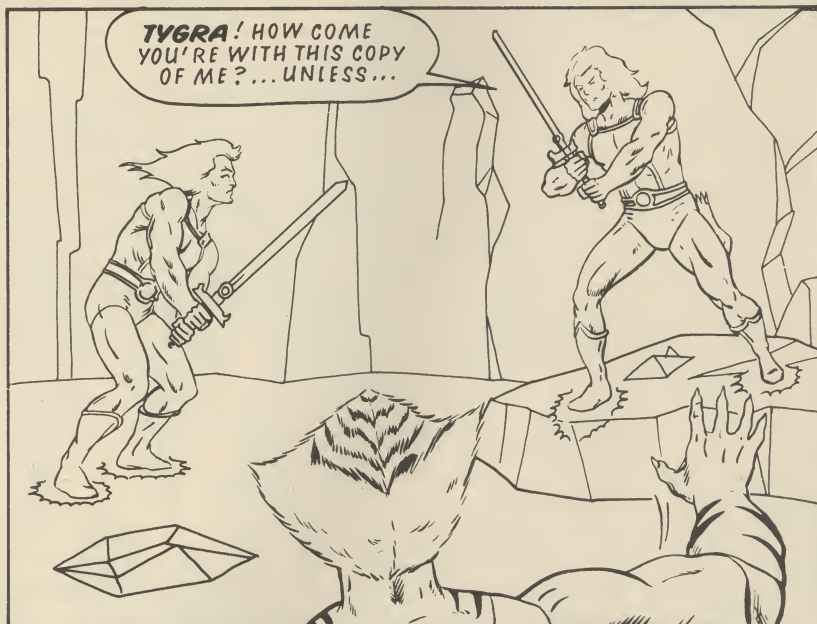
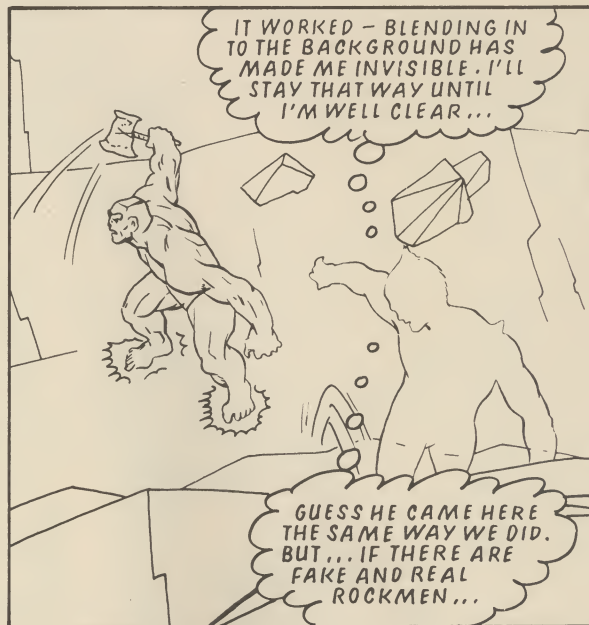
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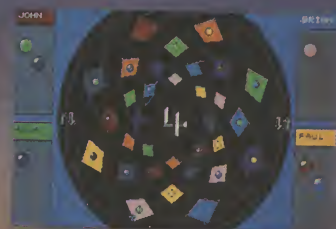
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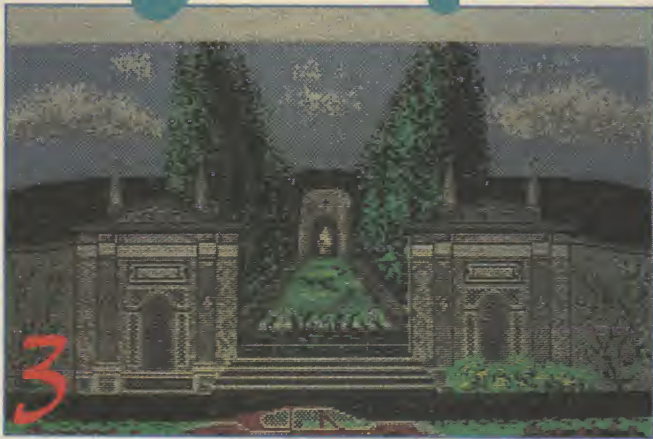


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Welcome to the part of C+VG where we get to the art of the matter. Your screen gems revealed in all their glory for all to admire. And remember the top pics we print get a stupendous prize from **Rainbird Software** in the shape of their **Advanced Art Studio!** This ish we kick off with ST Art from **P. Morley** of High Wycombe, who sent us the stunning skull (1) and the B-a-a-d looking troll (2). He's the winner of our ST prize this month. More ST art from **Mike Watson** of Forres, Scotland who produced the nice picture of his new car (3) and a Stiffip loading screen (4). On to the 64 with this pin-up of *Miami Vice* favourites Sonny and Tubbs from **Rob Jackson** of Sudbury in Suffolk — our Commodore Art Studio winner (5). Overseas readers flood C+VG's offices with neat pics — and **Klaus Adamovsky** from Germany is one of them. He sent us a disc containing the lovely Melissa R (6). Films are Spectrum winner **Francis Lee's** passion going by these screens he sent us, a moody Jimmy Dean, (7), and a classy Diva poster (8). Finally more 64 pics from the mean team by **Mad and Josh** from Christchurch, Dorset. They sent us a whole bunch of neat pics but despite threats we picked the Dream Machine (9). If you are a master of the computer arts then send your masterpieces to **Frame Up, Computer and Video Games**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We're waiting for them!





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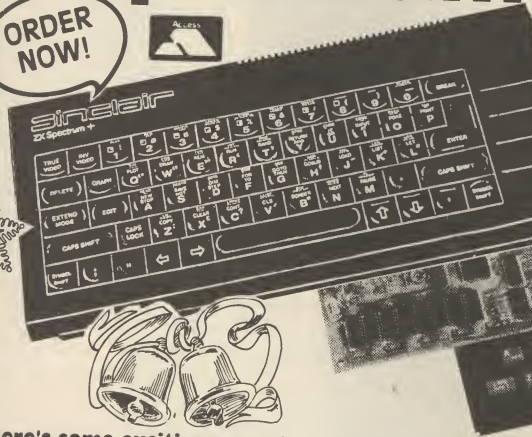
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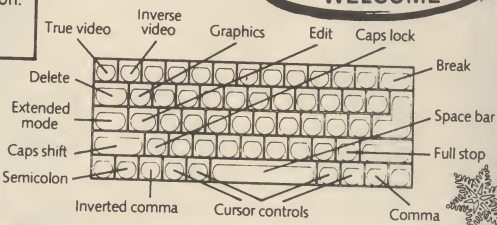
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The Big Screen

There are thrills-a-plenty as Ward R. Street hunts for his film of the month — and finally finds it in heaven!

Beware! Ward's weather forecast is for pelting rain and icy winds this month. Better shelter in a nice warm cinema then, with a thriller to startle you out of hibernation.

Remember all those heist movies that were so popular in the seventies, where some big star would plan a bank raid in minute detail and almost get away with it? You do! Boring weren't they?

BELLMAN AND TRUE is a heist movie too — but you won't fall asleep on this job! There's no raid on Fort Knox, just a bank outside Heathrow Airport. There are no big American names but Bernard (Yosser) Hill proves yet again what a brilliant actor he is. And superheroics and unlikely stunts are replaced with computers and electronic trickery for this is crime as business — crime for the eighties!

Hiller arrives at Paddington station with his young son, and from the moment he steps off the train he's a marked man. A systems operator for a bank, he promised a criminal syndicate details of a security system but failed to deliver. To force him to complete the job, they take the boy hostage. Slowly he's drawn into their plot, and when he becomes invaluable he's forced to accompany them on the raid.

So this ordinary, honest man is drawn deeper into a world which he hates, but from which he can't escape. Everyday scenery, from London to the Suffolk coast, becomes hostile as the story unfolds. And as the promise of wealth tempts him, Hiller tries to remain close to his son.

Belldman and True will hold you hostage because it's not just about an ingenious robbery, it's about people — people you really care for. It cranks up the tension until it's almost unbearable. It'll be appearing on TV eventually, but it'd be a crime to miss this great British thriller in the cinema.

Corruption of a different sort rears its ugly head in *HOUSE OF GAMES* (15), a low-budget American movie set in Seattle — which appears to be the Stateside equivalent of Manchester, if the weather is anything to go by!

Margaret Ford is a successful psychotherapist who's just published a best-selling book, but is still worried that she's not really experiencing life, and that for all the listening, she's unable to do anything positive to help her patients.

When one of them, a compulsive gambler, claims that a local gangster is going to kill him because of a debt, she

goes to 211 Beaumont Street, the 'House of Games', to talk to the hood. But instead of the poker players and petty criminals she expects, she finds herself drawn into the elaborate world of confidence tricksters.

From this point the film is like an onion, and every time she thinks she's reached the truth there's another skin to be peeled away, more lies to be

▼ **Belldman and True: Lesson three in how to make a Spectrum**



▲ **House of Games: Okay, hand over my copy of Barbarian**

uncovered. By the time Margaret discovers the truth it is too late, and she's been drawn into the dark heart of the confidence ring.

If BELLMAN revives the heist movie, *HOUSE OF GAMES* takes a fresh, less sentimental look at the territory worked by *The Sting*. It's an intelligent movie with several small faults, but the revelation of trick after trick is spellbinding, like watching a master conjuror at work.

But that's not all. The thriller's a mighty versatile form, and the third variation on the theme is a guaranteed Best Seller.

In 1972 *LA COP*, Dennis Meechum survives a raid by masked intruders which leaves two of his colleagues dead. Fifteen years later he's become a

best-selling writer of police procedural novels, though he remains on the force.

Then, into his life comes Cleve, a weirdo's weirdo who claims to have been an assassin for a top businessman. He wants Meechum to write his story, uncover the criminality in the big corporations . . . and portray him in a sympathetic light while he does so!

Meechum takes a little convincing at first. After all, Cleve appears to be



▲ **Best Seller: Honest, guv, I never nicked that C+VG**

totally whacked out. But slowly events piece together and an uneasy trust grows between the two men, until a sudden revelation reveals a link between the present and that fatal raid.

The film is held together by the two central performances of big Brian

Dennehy as the cop and James Woods, neurotically superb as the creepy killer. They play psychological games, circling like suspicious dogs, sniffing at each other. And what is the truth? You'll have to stay to the last page to find out!

After this terrific trio, *SLAM DANCE* (15) waltzes in and drops with a dull thud. There are so many twists and turns to its plot that it ends up

▼ **Slam Dance: Tom Hulce is quick on the draw**



tied in knots and chokes itself.

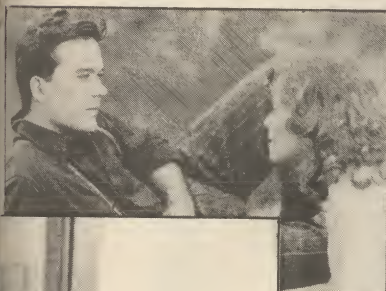
Tom Hulce is C. C. Drood, an avant-garde cartoonist whose carefree lifestyle is ripped apart like one of his drawings when a casual liaison with a mysterious blonde catches up on him. With the police on one side and violent criminals on the other he has every reason to feel paranoid — everyone in LA appears to be out to get him.

Unfortunately director Wayne Wang has opted for style over content, but instead of adding to the sense of confusion it merely serves to cut-off any real interest in the labyrinthine conspiracy on screen. Still, three out of

four ain't bad, and any one of them could have been my film of the month, but for...

Just before my deadline, I saw a movie which is a fantasy (aww), a love story (aww-ww) and unlike anything I've ever seen before! In fact it's so fresh and imaginative it's hard to believe that it wasn't actually **MADE IN HEAVEN** (PG).

▼ **Made in Heaven:** "What's a girl like you doing in a mag like this?"



In the 1940s Mike Shea (Timothy Hutton), young and unemployed, decides to look for a new life in California. But only a hundred miles from his home he rescues a family from a wrecked car... and loses his own life. Suddenly he is standing naked in a palatial room as his dead aunt comes to greet him. This is the afterlife.

Heaven is a place where anything can come true — and that includes falling in love, which Mike promptly does with Annie (Kelly McGillis), a beautiful soul who has never been sent to earth. Everything is — well, heavenly — until the time comes for her to depart to be born.

▼ **Creepshow 2:** Well, don't you enjoy biting your toenails?

Luckily for Mike it's possible to be reincarnated, and he manages to persuade Emmett, God's manager, to let him be reborn. But he only has until his thirtieth birthday to find Annie — and she could be anywhere in America!

Okay, so it all sounds pretty soppy, but don't give up, because director Alan Rudolph is clever enough to give the whole confection a rich centre, to balance out the airiness of its icing: the result is exquisite — witty, funny and clever.

But most of all it's daringly imaginative in the way it tackles what's been called the last great taboo — death! Mike's reaction soon turns

gore-hounds out there, so for you there's **CREEPSHOW 2**, sequel to the collection of Stephen King stories from a couple of years back. This new compilation has got a harder edge, though, and earned itself an 18 certificate.

The three tales are no great shakes, but they do have a ghoulish glee as they tell of a wooden Indian which comes to life, an unspeakable thing in a lake and a hitch-hiker who just won't take no as an answer.

Actually, the 18 seems unfair considering that it's all played for fun, and there are enough rough edges to keep any hint of nightmarish realism at bay. But I actually preferred this to the original. Creep in if you want some lightweight laughs in the jugular vein!

This month's other comedy offering is produced by Aaron Spelling of *Dynasty* fame, written and directed by Jerry Belson, a veteran of US sitcoms, and features Sally Field, who started her career as TV teenager Gidget. With credits like that your reaction may well be to **SURRENDER!**

SURRENDER's a smart-ass comedy about love, money and divorce in L.A. It also stars Michael Caine, looking somewhat out of place as a much-divorced best-selling author who breaks his vow of celibacy when he meets Miss Field, but decides to keep his riches a secret to test her.

The pace is roller-coaster hectic and it's all silly stuff, packed with one-liners, a few of which are very funny, the others raising a smile or just falling flat. Whether you surrender to its outlandish plot will depend on your tolerance to American television comedy.

At the other extreme there's **BLISS** (18), a very odd Australian allegory about a happily middle-class man who dies for four minutes after a heart attack, then discovers that life can never be the same again.

He finds out the truth about his company's involvement with dangerous products, his wife's infidelity and the rest of his rotten world — all of which makes him suspect that hell is, in fact, on earth.

This is truly weird, unlike any of Hollywood's attempts at wackiness. But it rambles too much for its own good, and individual parts tend to be better than the whole. But if you're out of an adventurous nature give it a go — at times it's blissfully bizarre.

At the other extreme you could spend **A MONTH IN THE COUNTRY** (PG), one of those nostalgic tales, bathed in the golden glow of the years following the First World War, which the British do so well.

It's not all pretty pictures though. Two ex-soldiers are brought together in a small Yorkshire village to excavate for an ancient burial site and uncover a medieval mural. But during the long, hot summer the scars left by the Great War are re-opened. It's a small-scale picture, but it's none the worse for that.



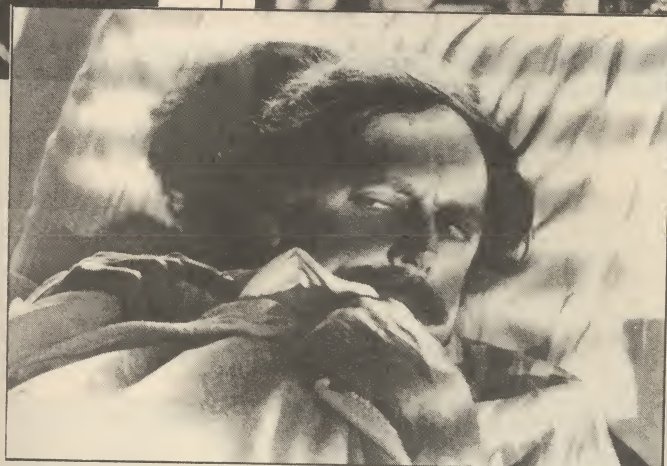
▼ **Surrender:** No Michael, I won't let you make more than two films a day



from dismay to delight as he realises that here is a place where all his long-dead friends are still alive, and (like the Land of Oz) where dreams really do come true. If heaven does exist, I sure hope it's like this!

Next month there'll be a festive mix of blood, guts and adventure, but for now I have no hesitation in recommending this brilliant, mind-expanding, tender and funny — yes, truly divine — movie!

Of course there are still plenty of



▲ **Bliss:** You'd look furtive if you read *Games Machine*

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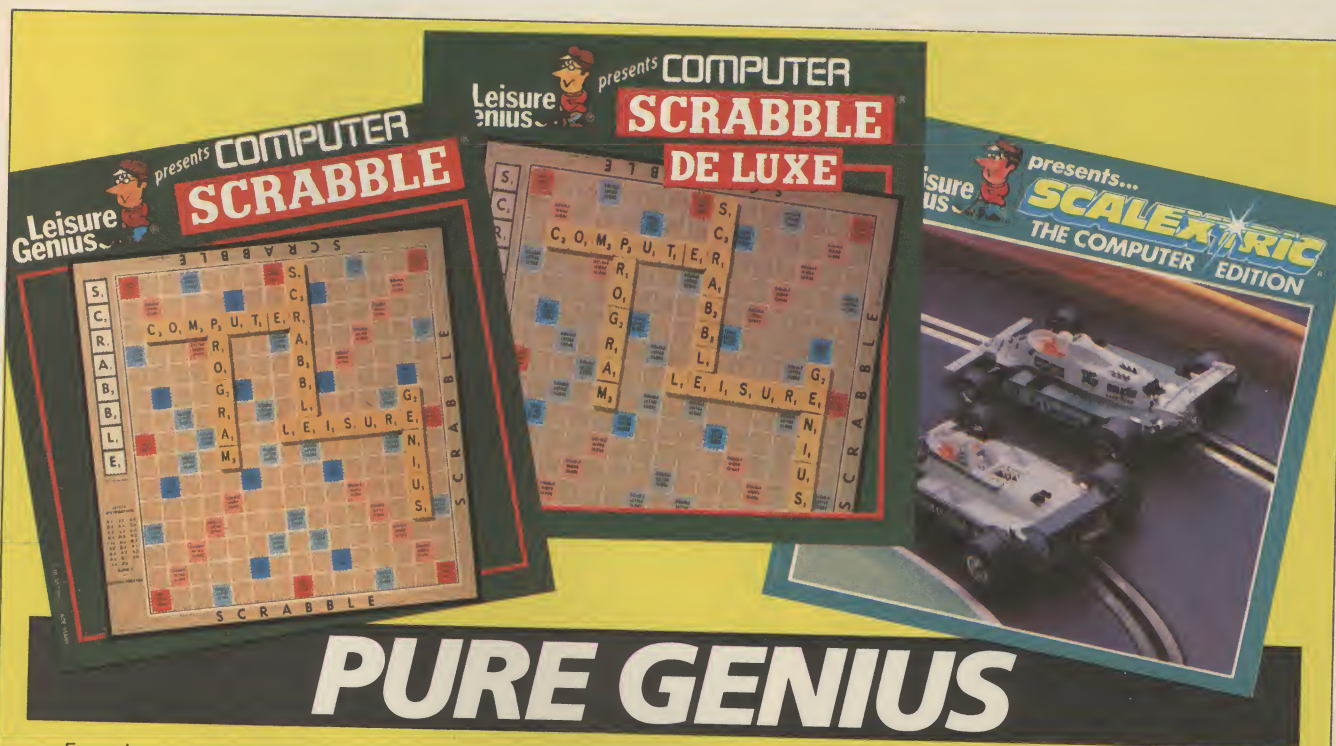
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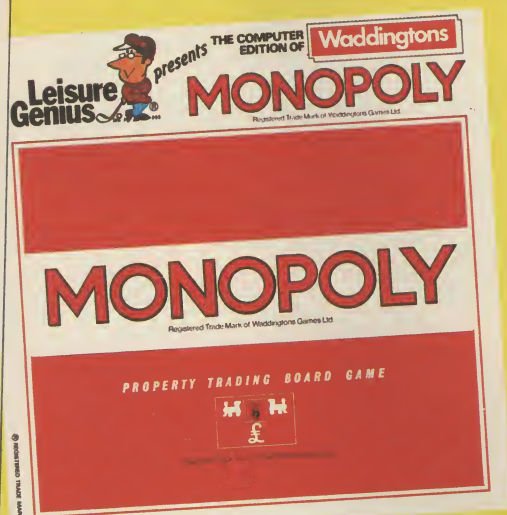
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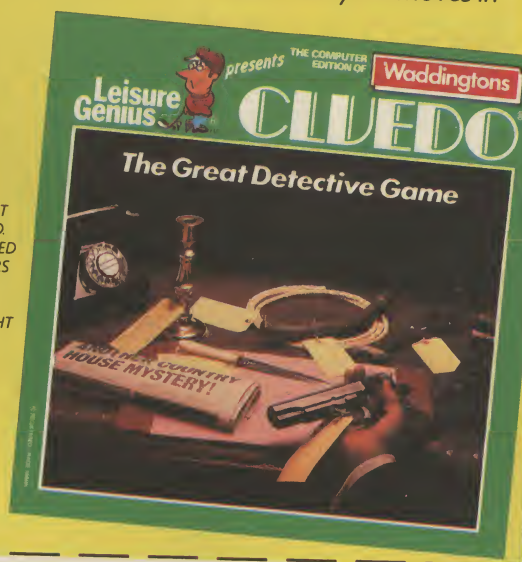
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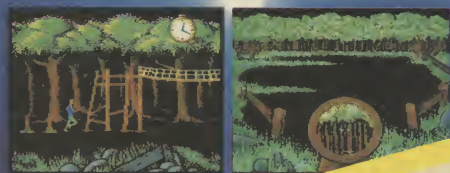
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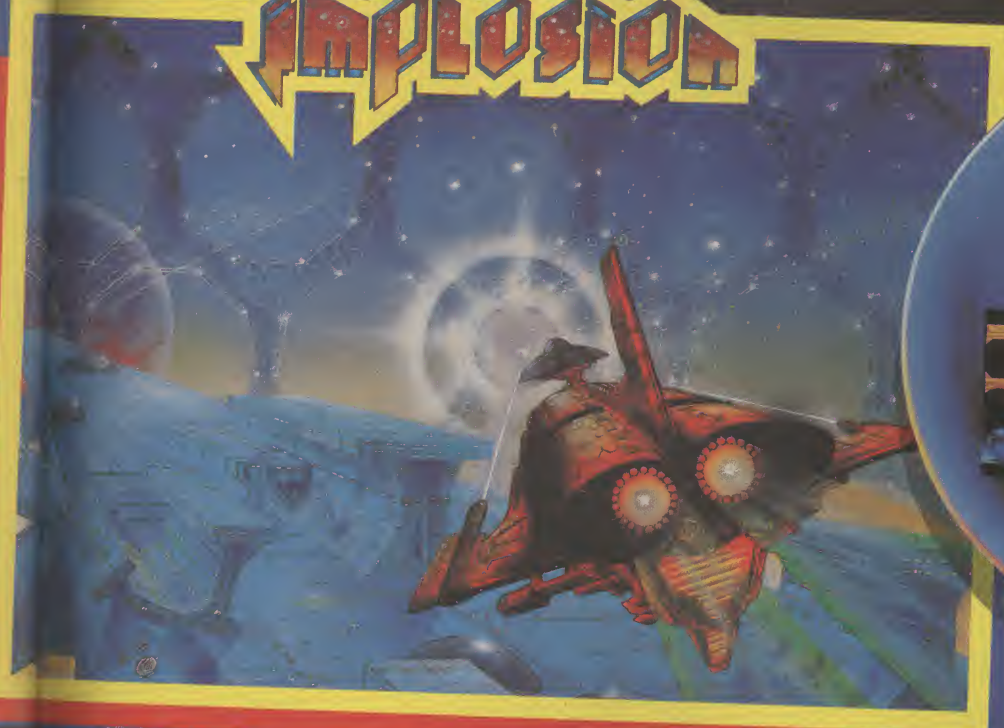
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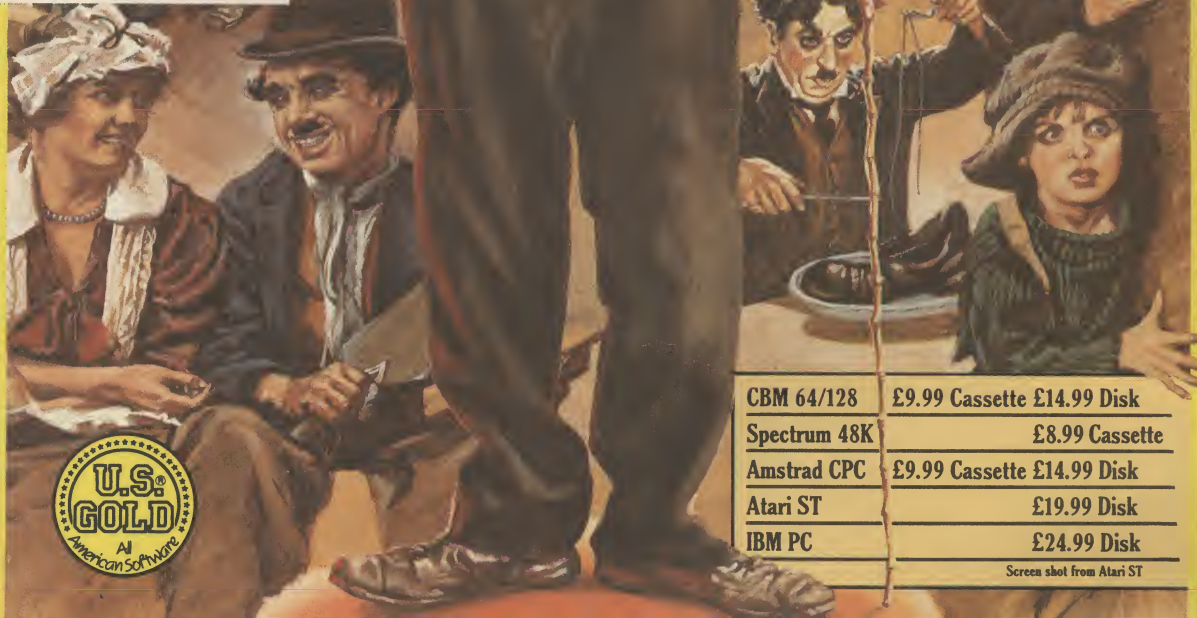
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ARCADE

This year's arcade show brought a whole new crop of games that will be hitting your local arcade before Christmas.

Clare Edgeley also reports on the hottest new games previewed at the Japanese arcade show held a few weeks ago.

► OPERATION WOLF

Sheer, unadulterated violence is the main theme in Taito's *Operation Wolf*. And much as I hate to say it, this game is extremely playable and was probably one of the best new games to be shown at the recent arcade show.

You're in the middle of a war. One man against an army. Your objective is to free some hostages and get them safely. How many times have we heard this hackneyed story line?

Your only weapon is a mean looking machine gun perched on the outside of the cabinet and a limited supply of bullets and grenades.

Starting at the Communications Depot, finger quivering on the trigger, you steady the gun for the first shot. In no time bullets are flying. Enemy snipers zip on and off the screen, some hiding in buildings, others running in at a crouch for a snipe at you. You've got to hit them all. Some run straight into the foreground of the screen, appearing right underneath your nose.

The appearance of depth on this battlefield has been extremely well done as those soldiers appearing closer to you are obviously larger than those hiding at the far end of the screen behind oil drums.

Watch out for the knives and grenades which will be chucked at you. There's not a lot you can do to dodge a bullet except gun down the enemy before he has a chance to fire. However, getting hit by a knife or catching a grenade at close quarters is not my idea of fun and if you are quick off the mark and a good shot, you should be able to hit these with a bullet, deflecting the knife and blowing up the grenade before it gets too close to do any damage.

The action's non-stop and doesn't let up for a second.

Choppers fly in and turn to bear on you with cannons blazing. These need at least ten bullets before they'll explode. Trucks and tanks are slightly easier, but again have to be hit more than once. And then there are the paras. Descending from the clouds, they reach the ground and instantly open fire.

And all the time your ammo's decreasing. Luckily, magazines are dropped, and if you can hit these you'll be awarded another 30 bullets. It's frightening how quickly one magazine can be emptied. Taking careful aim and shooting in short bursts to conserve your ammunition is the only way to get through each screen. Spraying bullets wildly will get you nowhere, though the rat-a-tat-tat of the gun is very satisfying. Extra ammunition is only found when you hit coconuts, condors, chickens, wild pigs and other innocent objects. Just don't make the mistake of hitting an civilian and then expect a bonus or a thank you!

One piece of ammo is a mortar rocket which acts in the manner of a smart bomb. Hit the button on the nozzle of your snub nosed machine and you'll let loose one of these killers. You've only got a few but they're devastating, wiping out all the enemy, their trucks, tanks and choppers on the screen. Like the magazines, extra rockets can

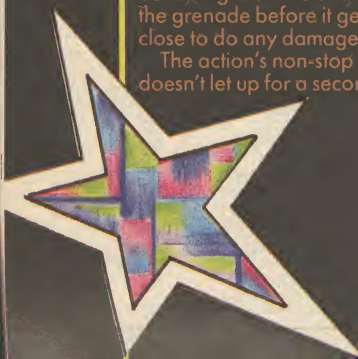
be picked up by shooting at them when they appear. Your other bonus is a power drink which restores five units of damage. Very helpful when you're on your last legs and can give you the necessary time to finish a screen.

A panel down the side of the screen tells you at a glance how much ammo you have left, what damage you've suffered, how many hostages have been rescued, and the numbers of the enemy still at large.

There are six scenarios in all — the Communications Depot in which you have to kill all the enemy, the Jungle where you have to extract the exact location of the concentration camps from the enemy, the Village where you can

restore your strength by clearing it of the enemy, the Concentration Camp where you can free the hostages and the Airport where you and the hostages can leap tired and thankful onto a plane home.

Operation Wolf is a powerful game and one of fast action, requiring a good aim and swift reflexes.



THE ACTION

► WARDNER

Platforms, ladders, moving elevators and ropes, monster bashing and gold collecting — all the ingredients are here for a riotously enjoyable arcade game.

Wardner is cute, addictive and immensely playable. While taking a stroll in a magical forest, Wardner the evil Guardian swoops down from her castle eyrie and turns your girlfriend into a crystal ball. This is promptly spirited away by a dragon, leaving you seething with rage and determined to put all to rights. Playing a knight in shining armour means fighting your way through the magical forest, blasting baddies, avoiding traps and sneaking into the castle to do your rescue bit.

The game starts off in the forest. On the ground level are swamps in which lurk sundry nasties. Climb up the trees and there you'll find chests glinting with gold, witches, warlocks and other baddies. Use your flame thrower to hit the baddies and, jumping to the platforms, collect the gold — you'll need this later on in the level. Even this early on in the game, the going can be tricky. Shooting the witches, who are hidden behind leafy branches, can be a problem, especially as they shoot back and dodging a ball of fire while perched precariously on a branch isn't easy. You'll often have to jump and then fire to get the baddies. This saves you climbing to their height and into trouble. When the attackers are killed, golden crystals

are left behind. Make sure you pick these up as they add extra fire balls to your flame thrower. On starting the game, the flame thrower only spits out one ball of fire, but as you go further into it, you'll soon be able to shoot out a barrage of fire which will sizzle your opponents.

At the end of the level, a shop comes into sight where you can use the gold you've found to buy extra weapons such as a solar sword or magical cloak. The prices all vary, and if you haven't got the money you'll be turned away empty handed.

Further levels have been brilliantly designed, and the timing element is perhaps one of the most important parts of this great little game. On top of that, the areas you have to negotiate must have been designed by a particularly tortured mind. Traps are sprung, the forest becomes deeper, more nasties appear and you'll certainly need those more powerful weapons. Magic cloaks are in short supply and are found rarely.

Birds can be used at times to carry you across difficult terrains, like flowing rivers of burning lava. However, to hitch a ride on a bird you must be in the right spot and be ready to jump for its talons at the right time. If you're really lucky, the bird will carry you through a whole screen to the shop at the far end.

Flying dragons appear at regular intervals and these have to be defeated to continue the game. Hit them a number of times and they'll eventually dissolve into a ball of flame. While doing this, however, be ready to jump or duck their fire which can be uncomfortably accurate.

There's no way *Wardner* could be termed an 'original' game as bits have been borrowed from so many others of this type, *Ghosts 'n' Goblins* and the like. Still, only the best features have been used and I'd recommend you to try this one out for yourself.



► TOP SPEED

Top Speed from Taito is a five stage driving game with slick and sensitive handling and a game perspective exactly like that of *Out Run*. What's more, like *Out Run* it comes packaged as a huge sit in driving machine as well as your normal upright. The upright version is great fun and I initially reviewed the game on this format. However, if you get the chance, go for the monster version which moves left, right, backwards and forwards. A whole lot of fun.

Peering over the dashboard as you crest a hill at top speed is nerve racking — it's anybody's guess as to what's over the brow of the hill.

worry about is the width of the track which alternates between multi-laned and single lane.

Bill-boards now line the route, and, with rocky cliffs tightly to one side of the road, there's no place to make a mistake. Normally in these games you can use the brakes to good effect, but in *Top Speed*, to stamp on the brake to slow down tends to stop you dead which doesn't help your time.



The idea in *Top Speed* is to get through all five stages in the shortest possible time. The tracks are tortuous and wind all over the place, with many circular diversions which add extra miles and time to the course. At the end of each level, study the track for the next stage and work out the shortest route. It's the only way you'll make it in the time allowed.

The first stage is fairly straightforward, no diversions, no loops, and the track itself is a multi-lane highway. Using your Nitro-switch on the straight, you can turbo charge your car and zoom forward at a much greater speed for a short while. Use this feature sparingly though, it only works three times on every stage.

The second stage is a little more tricky. Although the track splits, the length of each section of road is the same. What you do have to

Racing games have been done to death, but manufacturers keep belting out new ones. It would be unfair to compare *Top Speed* with classics like *Wec Le Mans* and *Out Run* as these are dedicated games built and designed round sit-in cabinets. *Top Speed* is in an upright cabinet and for its kind, it must rank amongst the top as a realistic racing game with great graphics and smooth handling. It's also addictive and offers quite a challenge.



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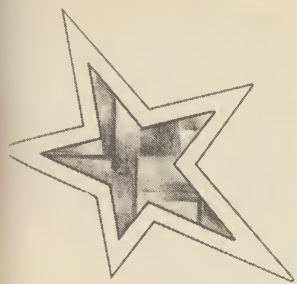
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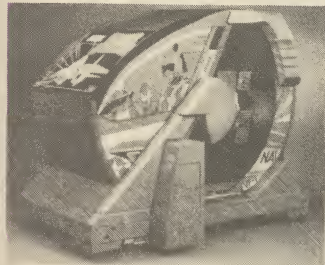


ARCADE ACTION

► PREVIEW '88

Preview '88 was held last month and follows hot on the heels of the Japanese Coin'op Show, JAMMA. It's at about this time of every year that the show is staged to inform distributors and dealers what are going to be the new biggies in the coming year.

Sadly there wasn't a huge number of new games to be seen, and the really good ones were pretty thin on the ground. **Operation Wolf**, **Wardner**, and **Full Throttle** have been covered in some depth and Sega's **After Burner** is already filtering through to selected arcades.



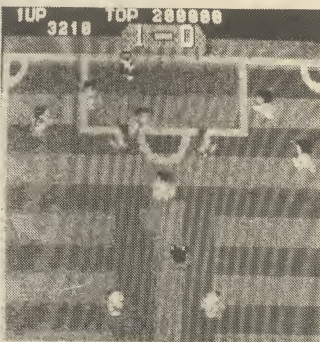
▲ *After Burner.*

In fact, *After Burner*'s already been updated to include some new features which are a welcome addition. The most important feature which I felt was missing on the early model I played was the lack of a throttle whereby your jet's speed could be reduced slightly to negotiate some of the more tortuous screens. That has now been added and works in the same way to that of a gear stick or racing sims. Push forwards to slow down or backwards to speed up. The graphics have been turned upside down on the new version too. Now there are night scenes in which you hurtle through the skies in the pitch black and all you see in the distance are the burning jet streams of enemy fighters zooming towards you. Landing strips now appear and you can watch as tankers trundle out to refuel and ground crew patch up the damage.

A great game which comes in three models, upright, the Commander version which incorporates a seat but has only two-way cockpit rotation and the Super Deluxe model which features all mod-cons plus four-way cockpit motion. Enough to make you air sick but it's a hell of a ride.

Free Kick from Sega/Niha is an idea ripped off from **Arkanoid/Breakout**. Still, whatever form this game takes it's always addictive and **Free Kick** is based on football. You still control a moving base which must be used to catch and bounce the ball back up the screen. However, instead of knocking out a brick wall, you

must send the football back into the football team which is weaving intricate patterns round the screen. The ball, as usual, cannons off the players, knocking some out instantly, other have to be hit more than



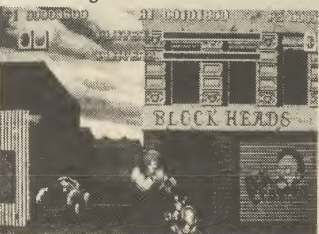
▲ *Free Kick.*

once. New screens can only be reached when you've eliminated all the players or by scoring enough goal points. If you are lucky, and skill does come into it, a goal can be scored though you have to get the ball past the goalie first. Moles appear, digging up the pitch and then quickly disappearing, though apart from deflecting the ball I couldn't work out what they were for. **Break Out** clones have been done to death, but **Free Kick** is well worth playing.

Taito's **Rainbow Islands** is **Bubble Bobble II** and is just as cute. The game is made up of seven islands and there are four scenes to clear on each island. Climb to the summit of each island by jumping from ledge to ledge and climbing rainbows. Rainbows can be made to appear and you can structure them in steps to cross large gaps. Pick fruit to increase your stamina and kill a myriad of nasties by using the rainbows as weapons. Trap a nastie in a rainbow and it won't be able to move for a short while, or spell a rainbow into the path of a monster to kill it. And you can even use the rainbow as a smart bomb to kill all the nasties creeping up from behind. Amazingly bright and colourful graphics, **Rainbow Island** looks set to be yet another hit.

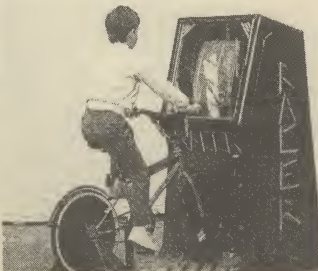
Capcom's **Street Fighter** is yet another of the martial arts genre with some huge sprites. The characters are among the most realistic I've seen and the action is intense. At least it is when you've mastered the

▼ *Street Fighter.*



controls. It's a one or two player game and you must smash eight mean looking opponents from Japan, USA, England, China and Thailand. Each game is won by winning the best of three rounds and the competition is intense. Puches, kicks, stoop kicks, flip kicks and backward flips are just a few of the moves to master. The cabinet comes as a standard upright with the usual joystick and button controls, or a Deluxe version which is much more fun.

Road Racer from Euromax is a bicycle simulation which you are more likely to find in



▲ *Road Racer.*

recreation and shopping centres, gyms and the like. It's an exercise bicycle with a built in bike game and seems to be creating quite a bit of interest. No longer do you have to look at a blank wall while pedalling away like mad to keep fit. Just get up on *Road Racer* and play the arcade game. The faster you pedal, the faster your bike will move on the screen — and it keeps an accurate account of your speed. Whizz round a track strewn with obstacles and beat the other riders to the winning post while keeping a watch for puddles, oil slicks and maniac car drivers.

Sky Wolf is a very mediocre chopper game and in many ways similar to **Choplifer**. Steer your chopper through enemy skies shooting down squadrons of attacking helicopters and jets. These don't shoot at you in early levels but if you hit one you're a gonner. Next comes parachutists which must be treated in the same way and then you're attacked by surface

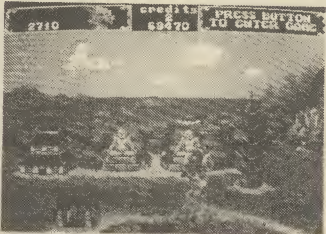


▲ *Sky Wolf.*

to air rockets fired left to right and though it's reasonably playable, the sprites are minute and the movement of the chopper must be about the most unrealistic I've ever seen.

Charge is a one man in a tank against the enemy' type. Guide your tank into the enemy territory, shooting down the attacking forces. Re-equip your tank with extra weapons and thread your way through a maze of tunnels and track ways.

Aaargh! and **Road Wars** are two newbies from Arcadia — Mastertronic's coin-op arm and



▲ *Aaargh!*

they're both a lot more slick than **Rockford**. Whoever programmed **Aaargh!** must have played **Rampage** in which you have to raze whole cities to the ground with your fists. The same seems to be true of **Aaargh!** It is a two player game in which you play a dragon or giant. Both are pretty mean though the dragon seems to have the edge as he can snort out flames to torch attacking nasties. The graphics are pretty slick though a little cramped. In **Road Wars** you control a battle sphere making its untiring way up a never ending highway. The idea is to become King of the Road and to do that you must clear the track of killer sparks, spikes and other obstacles. To get onto new levels, certain panels at the side of the road must be blasted out.

- 1) 1942
- 2) Wonder Boy
- 3) Arkanoid
- 4) Tiger Hali
- 5) Ghosts 'n' Goblins
- 6) Bubble Bobble
- 7) Rygar
- 8) Choplifer
- 9) Star Force
- 10) Commando

Capcom
Sega
Taito
Taito
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Techmo
Sega
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Capcom

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

Comix.

"When titans clash . . ." That must be the biggest cliché in the entire history of Marvel Comics. How many times has that title been used to tip off eager Marvelites that two of their favourite super-heroes are beating tar out of each other? More than I can be bothered to count. And more than once it's been used to describe a confrontation between The Incredible Hulk and The (ever-lovin' blue-eyed) Thing.

All of which is my long-winded way of saying that Greenskin and Rockhead are at it again. This is a titanic clash with a difference or two, however.

This time around, it takes place in the rarefied (not to mention expensive) surroundings of a Marvel Graphic Novel – a large-format, high-quality – printing square-bound book of the same kind as the Moebius albums I raved about last month.

Another unusual aspect is that this particular "battle royal" is scripted by Jim Starlin, doing his first Marvel super-hero story for quite a while. Starlin, better known as an artist, was responsible for the very first Marvel Graphic Novel, "The Death of Captain Marvel", which he wrote and drew as a fond farewell to the hero whose adventures he'd chronicled for some years, on and off. In this latest work, however – perhaps because he's already drawn one or two Hulk/Thing confrontations – Starlin has provided only the script, leaving the artwork to his occasional collaborator of the mid-1970s, Berni Wrightson.

Wrightson, of course, is best known for being the co-creator, with Len Wein, of the Swamp Thing (Drat! And I thought I could keep Alan Moore out of the column this month . . .). He was one of the first fan-acclaimed superstars of comics in the late 60s/early 70s, and one of the first to depart from comics for the more lucrative pastures of limited-edition prints, portfolios and book illustrations. Probably his finest work during this period is his magnificent illustration edition of "Frankenstein" – which,

incidentally, has recently been remaindered by Marvel in the States, and may be available at your local comic shop for as little as \$3.95.

During this time, Wrightson shared a studio (imaginatively known as "The Studio") with fellow ex-comic-artists Jeff Jones, Mike Kaluta and Barry Smith. Wrightson, though, maintained rather closer links with the comics world, contributing the occasional cover to, say, a reprint of his Swamp Thing stories. A year or so ago came his first Marvel Graphic Novel, "Hooky" – a largely unsatisfying depiction of Spider-Man up against a classic gruesome Wrightson monster in full ghastly colour.

That brings us to his latest work, the aforementioned Hulk/Thing "story" (if you can call it that). Here his portrayal of two very well known characters is much more convincing.

On the other hand, though, the idea of yet another typical meaningless Marvel slugfest must have seemed as big a turn-off to Starlin and Wrightson as it did to me – because they've pulled out all the stops to find a new approach to a tired old idea. In fact, they've chosen to play it mainly for laughs, and in so doing have come up with unusual and satisfying satire on that old Marvel standby, the all-battle issue ("when you've run out of plot ideas, spend a whole issue on a pointless fight between two heroes and call it a change of pace").

What is it about this story that transcends the clichés, then? Not the plot; that's a simple affair concerning our heroes being teleported across the galaxy to a distant planet where they must track down a kidnapped scientist. After facing a series of obstacles, they succeed and are sent back to Earth.

Fortunately, there's rather more to it than that, as we realise early in the story when the narrator informs us.

"I am the Watcher. I see all and record it for future generations. Some believe that I am only interested in tales of cosmic proportions. This is not so! I am also a keeper of small stories. Human stories.

"By the time you finish reading this time you shall realise that I even save silly and trivial stories.

"No one's perfect."

There's a lot more good stuff in here, too – such as Wrightson's ever-more-absurd hand-lettered sound effects. And one character deserves a special mention: a multi-tentacled alien who is knocked senseless by The Hulk and used as a headress. Give that octopus his own book!



In short, quite against my original expectations, I find myself recommending this book. The full title is "The Incredible Hulk and The Thing: The Big Change" and it should cost you around £4.25 at your nearest comic shop. Britain's most popular comics . . . Just in case you weren't at the UK Comic Art Convention in London in September, here's a rundown of the winners in the Eagle Awards, voted for by British comic fans:

UK CATEGORIES

- **Comic:** 2000 AD
- **Album:** D R & Quinch's Totally Awesome Guide To Life
- **Character:** Judge Dredd
- **Villain:** Torquemada
- **Supporting character:** Ukko The Dwarf
- **Most worthy of own title:** Captain Britain
- **Continued story:** Halo Jones Book Three
- **New comic:** Redfox
- **Cover:** 2000 AD no 500
- **Specialist comic publication:** Speakeasy
- **Roll of honour:** Frank Miller

US CATEGORIES

- **Comic:** Watchmen
- **Graphic novel:** Dark Knight
- **Character:** Batman
- **Group or team:** X-Men
- **Villain:** The Joker
- **Supporting character:** John Constantine
- **Most worthy of own series:** Wolverine
- **Continued story:** Dark Knight 1-4
- **New title:** Watchmen
- **Cover:** Dark Knight 1
- **Specialist comic publication:** Amazing Heroes

● **Penciller:** Frank Miller

● **Inker:** Terry Austin

● **Writer:** Alan Moore (surprise, surprise . . .)

If any of those sound unfamiliar to you, what are you waiting for? Find your nearest purveyor of fine comics and give them a try . . .

My favourite comic shop . . . is London's Forbidden Planet, at 23 Denmark Street, London WC2 (01-836 4179). If you live closer to the south coast, you'll be glad to hear that there's now a new Forbidden Planet at 29 Sydney Street, Brighton (0273-687620). I'm told they have a good stock of back issues as well as the latest imports.



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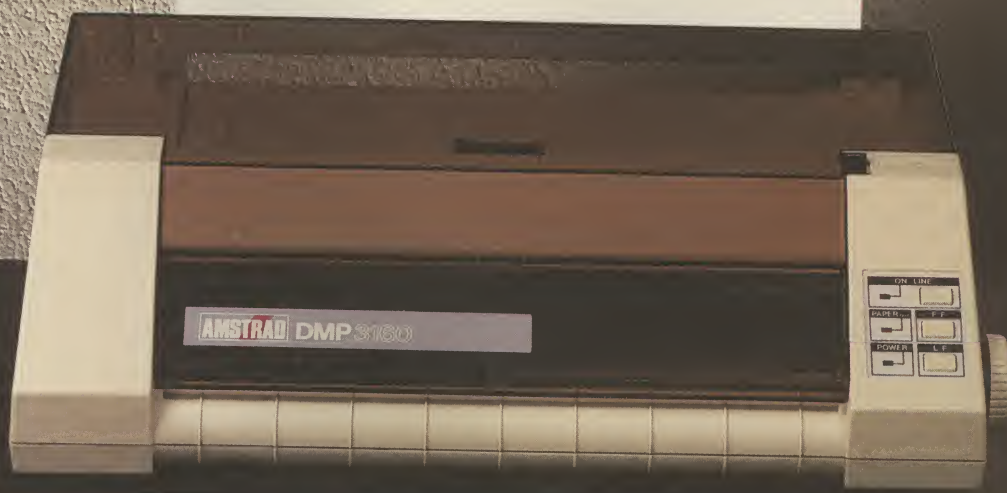


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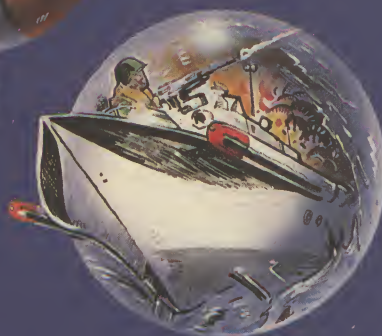
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2. Give My Regards To.....?
4. Codename.....?
5. Contact Sam.....?
6. How to be a Complete.....?
7. Solomon's.....?
8. Mario.....?
9. Road.....?
10. Bubble.....?

C + VG/BEAU JOLLY COMPUTER HITS COMPETITION

Name

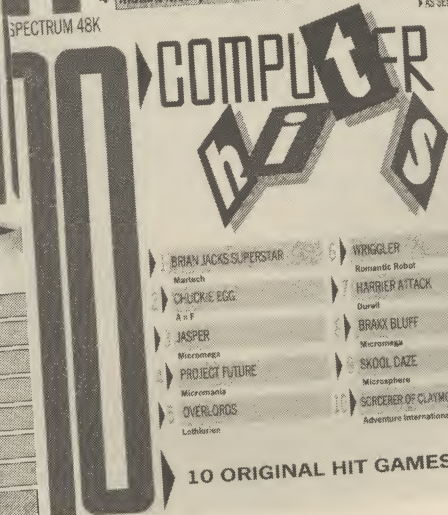
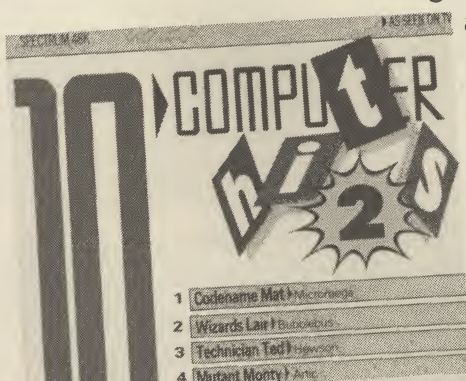
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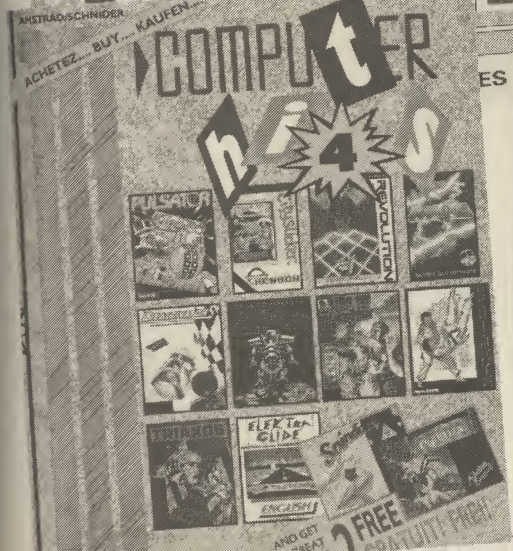
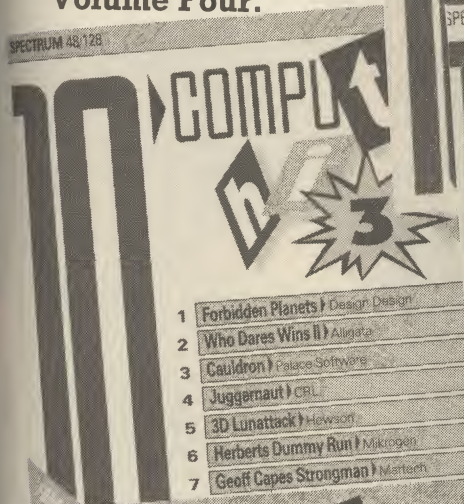
5..... 6..... 7..... 8..... 9.....

10..... Computer owned (tick box) Spectrum ☐

Amstrad ☐ C64 ☐ BBC/Electron ☐




10 ORIGINAL HIT GAMES



ADVENTURE ZONE


news

 The eighth and final **Infocom** title to be launched this year, will be **Border Zone**, **Infocom's** first adventure with a spy scenario.


It was written by **Mark Blanc**, co-founder and co-author of **Zork**. No longer working at Infocom, Mark wrote the game on the Infocom computer, working remotely via a modem.

Release is expected during November in the USA, and a few weeks later in Europe and the UK.

Eight releases in one year is a record for Infocom, and it is expected that a similar number of new titles will be produced in 1988. One of these will be a Sherlock Holmes adventure. It will be unlike the **Deadline/Witness/Suspect** series, having more object manipulation. Two new Infocom games are reviewed this issue.

 **From Darkness into Light** is the working title of a new game being written by **Judith Childs**, previously of **Delta 4**. Playing the part of a woman, your task is to return a chalice stolen from the local church. Written on the **Quill**, and to be published by **CRL** around November, the game will be available for C64, Spectrum, and Amstrad.


Following the success of **Rod Pike's Dracula** and **Frankenstein** adventures, **CRL** has three more tales of horror in the pipeline. **Rod** is working on **Wolf Man**, and **Jack the Ripper** is on the way for **St. Brides**. An adventure based on **Jekyll and Hyde** is also planned.

 Two new non-Kerovnian adventures from **Magnetic Scrolls** will follow **Jinxter**.


Assasin is the working title of the next **Scrolls** release via **Rainbird**. Due

Welcome to the Adventure Zone! Anything can happen within the next few pages – and probably will as **Keith Cambell**, **C+VG's** master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine – reality will be resumed as soon as possible . . .

early next year, it is set in present day London. Meanwhile, **Anita Sinclair's** own "special" adventure, **Upon Westminster Bridge**, has been postponed until late 1988.

 Colleagues in the States commonly have underground tunnels linking the buildings on campus. They are built for use in the very cold weather often experienced in America. Those in **Lurking Horror** are a close copy of the tunnels at the Massachusetts Institute of Technology, says author **Dave Lebling**, who co-wrote the original **Zork** on a DEC at MIT, before moving on to found Infocom, and put **Zork** on micros.

"**Lurking Horrors** should really have been written in the Interactive Fiction Plus system," explained Lebling. He would have liked to incorporate a lot more choices for the player, such as being able to repair the floor waxer, and then being able to ride it. However, he was half way through when it became apparent that to do this would mean moving it over on to the larger 'plus' system for 128k machines, delaying the project by some months. Count yourselves lucky, 64 owners!


 A letter from **Kostas Pollizos** of Athens, won him **C+VG's** monthly award of a free subscription to the **Adventurer's Club**. Cured of buying cheap pirated software after discovering that he couldn't play **Portal** because the pirate

had omitted a complete data file from the illicit copy, **Kostas** decided the only way to get Adventure games, not easily available in Greece, was by mail order from the UK.

Kostas is a lone adventurer, for all his friends play arcade games. "Write to me if you can, so I do not feel so lonely when I am playing an adventure!" wrote **Kostas**.


To help him with his mail-ordering, **Kostas** will now get the benefit of discount software through **ACL**, and a bi-monthly dossier.

You too can win an **ACL** subscription! Write an interesting letter to me at the Adventure Helpline, and you're in with a chance! But no begging letters, please! Only letters not mentioning that the writer would like the award, will be considered eligible!

 **Pete Moreland** and **John Jones-Steel** are discussing plans for a 16-bit version of the classic text adventure **Mordon's Quest**. Details are not yet finalised, but is likely that **Atari Mordon** will have graphics.

 **Sutton public library** is to be the venue of an **Adventure Convention**, on Saturday 28th November. Seminars on Multi-user adventures, adventure games, will form the background to an all-day workshop featuring on-line demos of multi-user adventures, with other games running on a variety of micros.

Organised by **Clubspot**, the Prestel arm of the Association of London Computer Clubs, together with **Sutton Library Computer Club**, the event commences at 9.30 am and admission costs £2.50 on the door. **Sutton library** is situated in **St. Nicholas Way**.

 There was something not quite right about this particular visitor to our live Helpline at the PCW Show. Smiling and chatty, but starting to get up my nose. Don't you come here and pick my brains, and then start getting nasty, "I thought.

And then he did it. His smile turning to an ugly sneer, his lips curled, and he slowly reached for the zipper of his jacket. "I shall undo it now!" he announced, mockingly. Of course I knew in that last split second what horror would be revealed – THAT t-shirt.

I fled in terror, lest I became the object of his disgustingly evig gropings. And he calmly walked onto the stand, donned his paper bag, and took over the Helpline if you please!

That was my first and last sighting of the Fiend, when I plucked up courage enough to return, he had disappeared. I still don't know who he is, and so frighteningly ordinary are his features, I doubt if I would recognise him if ever I saw him again. He might even be standing behind you in the newsagents this very minute, reading this copy of **C+VG** over your shoulder!

A belated 'congrats' to **Fergus McNeill** and **Anna Popkess**, of **Delta 4** and **Abstract Concepts**, who recently became engaged, and plan to marry next year. One honeymoon possibility, a cruise in the Florida area, has been ruled out, because it's murder off Miami. (**KC's been playing far too much Nord and Bert!** Ed).

Werewolves

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ADVENTURE

reviews

PASSENGERS

► **MACHINES:** ATARI ST/CBM 64/128
 ► **SUPPLIER:** INFOGRAMES
 ► **PRICE:** £24.95 (Atari ST)/£14.95 (CBM disk)
 ► **REVIEWER:** PAUL

If you can remember back to C+VG's August issue and the review of the first *Passengers on the Wind* game, you'll know that Keith is very hostile to the style of this adventure. Indeed, he would probably argue that it is not a true problem-solving adventure.

That's a good point. It's more like a role-playing book where at the end of a paragraph you have to make a decision. The wrong choice can send you off on the wrong track. With *Passengers* you have to decide on the correct sequence of people to talk to and making the right decision when confronted with a choice. Getting the correct sequence right is vitally important to progressing into the game.

In *Passengers* I based on Francois Bourgeon's best-selling French comic

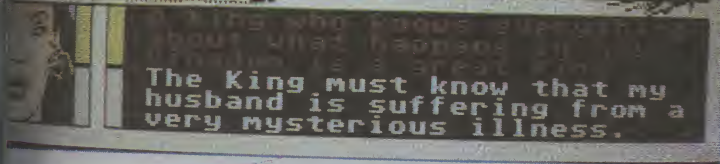
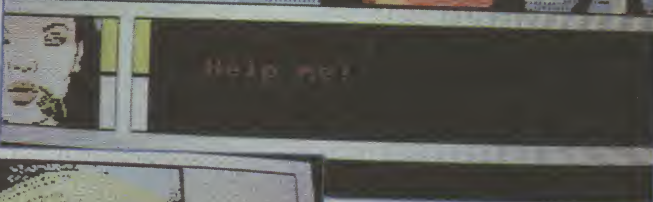
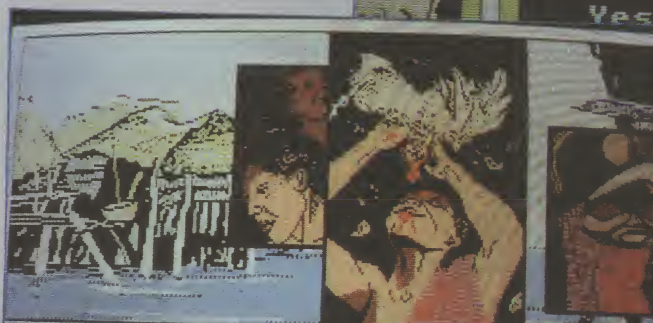
books, all the main characters were introduced. Basically the game is set on the eve of the French Revolution.

Isa, an adventure girl who turned out to be a countess whose title had been usurped. Hoel a young sailor unjustly accused of murder who fell in love with Isa. Mary, a young English girl expecting a child who fled from her father and country. John, an English Officer and the father of Mary's unborn child. St. Quentin, the ship's surgeon and also a good friend of Isa. Boisboeuf, a captain of a slave ship,

and more than 15 other eighteenth-century characters.

After many adventures in France and a tough

see King Kpengla. You must decide by living this adventure in which you will learn the mysteries of voodoo when meeting



Yes, perhaps you're right.

the king and upon visiting the Savannah.

Despite the fact that the operation of the game is fairly complex and, at times, confusing, I do enjoy playing it, although I'm not sure how much sense the second game makes if you haven't played the first. The graphics are truly impressive.

Before buying this game, I would advise you to try and see the game working first. The ideas behind it are, I think, new and exciting and deserve encouragement. The execution of the concept doesn't match this.

The *Passengers on the Wind* series runs, as far as I know, to about five volumes so there is the chance we will be seeing more *Passengers* games from Infogrames.

► **VOCABULARY**
 ► **ATMOSPHERE**
 ► **PERSONAL**
 ► **PACKAGE VALUE**

N/A
 8
 7
 7

crossing on board a slave ship, the group reach Africa. Still with me? You are forgiven if you think this sounds more like a soap opera than a game. Right from now on it's *Passenger 2*.

Unfortunately, fate is against them – John goes mad; Hoel becomes ill and the two women are exposed to the designs of the evil Viaroux and Montaguere. Deciding to help Hoel, Isa goes to Dahomey's kingdom to

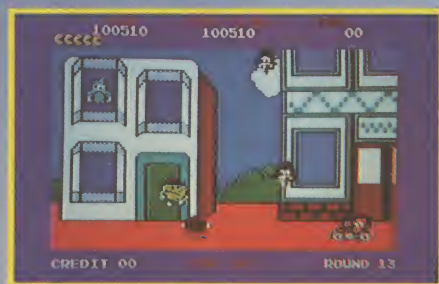
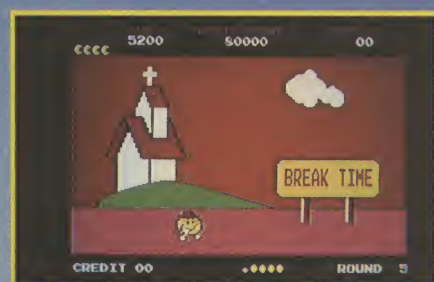


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ADVENTURE

reviews

PLUNDERED HEARTS

► **MACHINES:** C64/128 DISK (\$24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (\$29.99)

► **SUPPLIER:** ACTIVISION/ INFOCOM

► **REVIEWER:** KEITH

The schooner Lafond Deux is heading for the West Indies, supposedly taking you to visit your ailing father. But before reaching her destination, she is attacked by pirates, and Captain Davis is only too eager to hand a beautiful young lady like yourself over to them.

Narrowly escaping the clutches of the randy pirate Crulley, you are rescued by the pirate captain, the dreaded Falcon. Your father, it turns out, has commissioned The Falcon to rescue him from a dungeon in which he has been incarcerated

by King Lafont. He sends you a letter begging you to trust The Falcon.

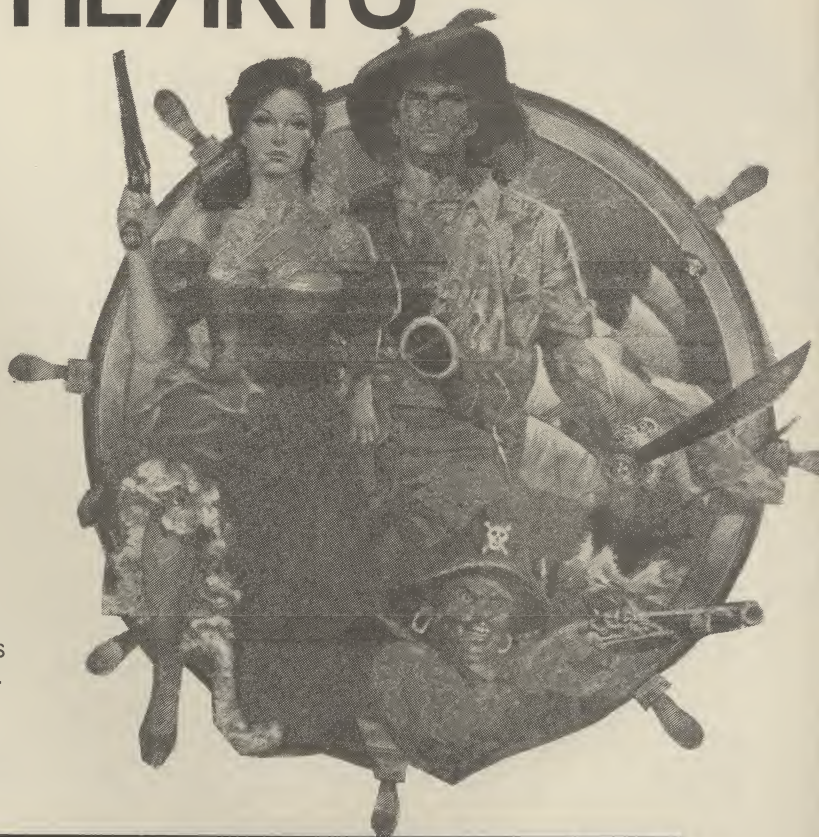
All this takes place at the beginning of the game, and there is very little else to do but to sit back and read the text, and press RETURN every now and again. But soon the player finds herself able to control her actions, and the game proper gets under way.

There is, of course, a place for easy adventures — after all, everyone has got to start somewhere.

Plundered Hearts, written by new Infocom Storyteller, Amy Briggs, is too romantic for my tastes but should suit beginners.

► **VOCABULARY**
► **ATMOSPHERE**
► **PERSONAL**
► **VALUE**

9
10
7
7



NORD & BERT

► **MACHINES:** C64/128 DISK (\$24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (\$29.99)

► **SUPPLIER:** ACTIVISION/ INFOCOM

► **REVIEWER:** KEITH

The little town of Punster is suffering from an outbreak of a plague of verbicide. Language itself is in danger. Here are eight short stories set in Punster, for you to

unravel, to break the plague. The stories mainly involve word play, but each in a different way.

In *Eat Your Words*, you find yourself in the Teapot Cafe. Here you must use well-known sayings within the context of the story.

The trouble is, this plot is rather linear, and if you miss out on a saying, you

may not get a chance with many more.

The *Shopping Bizarre* story find you cast is a dessert aisle in a supermarket. So far, so good. This one involves puns. You see a man with bad breath, so you hop over to the Meats aisle, and type MINTS when you spot the mince. Thus you can cure the bad breather.

In *Play Jacks*, you are confronted by a contraption with many controls, and using each one in turn converts it into something else beginning with the word JACK.

For example, Jack in the box, Jack-knife, Jacuzzi . . . and you have to use the different objects obtainable, to solve the puzzles.

Two sections in

particular are great fun. In *Buy the Farm*, you must guess the well-known phrase or saying. So when I had taught an old dog some new tricks, and he ran off and knocked over a milk churn, I was soon not crying over the result.

Shake A Tower is a story of spoonerisms, and that too proved highly playable. Easy prey was the queer old dean, and quickly spotted was a shoving leopard.

Treat *Nord and Bert* as a parlour game, play it in a group and you'll get a lot of fun out of it, even if you do speak English. It's nice to see Infocom branching out with new ideas.

► **ATMOSPHERE**
► **VOCABULARY**
► **PERSONAL**
► **VALUE**

N/A
6
7
7

Old Farmer Brown is always worried sick, till the cows come home



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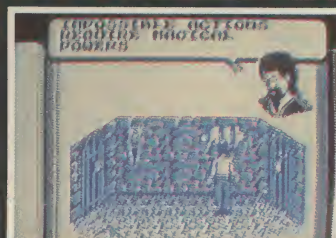


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ADVENTURE

Keith Campbell's deadly adversary, The Fiend of Faringdon, traditionally makes a furtive and unobserved visit to the C+VG stand at the PCW Show. Did he turn up this year? You bet he did!

The Fiend.....

SO you wish you had been to the PCW Show? Someone wishes he hadn't! Here's a rundown of what was on offer for adventure players, from a Fiendish point of view!

Those of you who were in the vicinity of the C+VG stand on Friday afternoon, may have been aware of a slight altercation.

Now, I ask you, what else did that nice Mr Campbell expect? After all, he did ask me to expose myself on the C+VG stand. What a thing to say to a Fiend!

KC rushed off in a panic, probably to fortify himself in the nearest bar, having suffered the ordeal of meeting The Fiend face to face. And for ten glorious minutes the Fiend found himself in sole charge of the Helpline!

There can only be half a dozen games that have eluded the Fiend's great intellect, and blow me down if those who came to beg my aid didn't ask about those very games!

"Stuck at the river, sonny? So am I!" This was swiftly followed by a "Don't ask me," and a final "Push off!"

Oh, the joy! Not only did I get ten minutes of sheer unadulterated public nuisanceing, but I managed to shatter the Helpline's reputation simultaneously! Mind you, even if I had known the answers, my replies would have been the same.

Those of you who suffered should consider yourselves deeply honoured, for after all these years the Fiend chose to make a public appearance.

The look upon KC's face as I unzipped my jacket to



reveal the t-shirt, made it all seem worthwhile.

At first I thought the moisture on his brow was caused by fear, but in retrospect it was probably snow melting.

I ended up with a stiff neck from looking up, and sore feet from trying to stand on tiptoe.

So what did the Fiend make of the show? As a Spectrum-owning adventure player, I found it the most disappointing PCW ever.

Where was that lovely

lady of last year who sold me no less than eight adventure games for the paltry sum of £1.50 each? Mind you, this bundle did include *Seas of Blood*. 'Nuff said.

Oh yes, it was all right for all you strutting about with your ST's and Amigas. There were parsers for you to choose from, and lots of pretty graphics, too. But such are not for the poor relation, your Spectrum owner. I could only fondle the *Leather Goddesses* wistfully, and caress *The*

Porn with longing. BAH!

All was not a total loss. I enjoyed a nice chat on the Level 9 stand, and elsewhere saw *Rebel Planet* on sale for a mere £2.50. All those of you who didn't snap up this bargain, hang your heads in shame, for this is THE one game that alone has received the Fiend's stamp of approval this twelve months gone.

If you haven't played it, then do yourself a big favour, for I have seen it recently as part of a compilation, and it must be good value.

In summary, then, was the show for adventurers at all? Or was it for arcade freaks, and an excuse for those involved in adventure writing to get together in order to quaff ale? The latter, I suspect.

Had it not been for the Helpline, any pure adventurer would have been badly served.

If anything, the whole show resembled one huge games arcade, complete with sweaty, shoving bodies, flashing lights and intolerable zapping noises. Add to this the queues for the indifferent and expensive refreshments.

In desperation I was forced to take refuge in one or two of the inner sancta, those closed off little areas that the bigger stands boast.

If you have ever wondered what goes on behind the curtains the 'Invited Guests only' notices, then eat your heart out. For the Fiend has seen, and what he has seen defies words.

So I am not going to tell you.

ADVENTURE

helpline

Who can help **Benedetto Dell 'Olmo**, presently languishing in Rome? He needs help with the meaning of the message from the resistance, in **Rebel Planet**. And where can he find the wire he needs to disable the fence?

Inferno is another game stumping Benedetto — he is trying to pass through the great barrier.

"How do you get through the door into the basement of the Carfax Estate?" asks **Dracula** player **Lewis McNiece**. And is there anyone in the world, he asks, who knows how to get ANYWHERE in **Twice Shy**?

Help is at hand for Mrs **Samuels** of **Gillingham**. To run her old **Scott Adams**

cartridges on a **Vic-20**, the code needed to start the game is **SYS 32592**. Thanks to the many readers who wrote in with this information, including **Adrian Smith** and **Andrew Bethell** would like to know where to find the Mark of the Snake, in **Ultima 3**.

Simon Percival, of **Colchester**, is a bit of a do-gooder. He has this urge to dig the vicar's garden, but can't find a tool to use! He's playing **Shrewsbury Key**, and also wonders if the sneaker is a red herring?

Are you wondering where **Bard's Tale 2** has got to? It is about in the USA, according to **K. G. (Bing) Taylor**, of **Dyfed**. But don't start getting excited — yet! Bugs in the review copies

make the game unplayable, says **Bing**.

Finally, a message hurled in the general direction of **C+VG's Matthew Woodley**, and **The Fiend**. "Get stuffed" says **David Picking**, of **Upminster**, attacking the duo who have attacked **Savage Island**!

Don't forget that you can write to the **C+VG Adventure Helpline**, for help in an adventure, or to help some other poor sufferer out, or to simply insult us! There's **Paul Coppins**, our long-standing adventure expert, and myself, to help you.

Write to me at the **Adventure Helpline**, **Computer + Video Games**, **Priority Court**, 30-32 **Farringdon Lane**, **London EC1R 3AU** — and we'll get back to you.

morning, and so were both able to join me for an impromptu lunch.

Gareth had a long enough journey — he left **Swansea** at 6.30am to get to the show. But if you think that's keen, spare a thought for **William**, who left **Aberdeen** at 7pm on the previous day, aiming to return on the 8.45pm coach!

We were joined in the pub by **Mike Austin** and **John Jones-Steel**, and so **Gareth** and **Williams** were able to find out all they wanted to know but never had the chance to ask, about **Level 9** adventures.

The highlight of the week, adventure-wise, was an **Adventurers Night Out**, when a party of 20, all connected with the world of adventure games, went out for a meal after the show.

Infocom, **Level 9**, **Magnetic Scrolls**, **St. Brides**, **Abstract Concepts**, **Rainbird** and **Gilsoft**, were represented. We were all delighted to be joined by visitors to the UK, **Dave Lebling** and his wife **Janet**, and **Christian Martensen**, adventure columnist and deputy editor of the Danish magazine, **COMputer**.

The remains of the beer kitty (yes, there was about £25 left over, so eat your heart out, **Fiend**!) was donated to the **NSPCC** on our behalf, by **Anna Popkess**, of **Abstract Concepts**.

Don't forget the **C+VG Phone-In Helpline**! We're about to relaunch our regular Friday afternoon problem solving sessions with the help of our trusty **Atari ST**, **KC's** computerised version of the awesome adventure database as constructed by his own fair hand. We've got extra help in the **C+VG** office, and once our switchboard has been sorted out we'll be announcing the data for the first phone-in session.

ADVENTURE

clues

Help came this month from the following adventurers:

Aage Christoffersen, **Denmark**; **Lewis McNiece**,

Hayward, **Tottenham**.

Darwen, **Lancs**; **Colin**

Carrikertergus; **Celebaglar**

from the other side.

open up the brick wall, try

THE LURKING HORROR. To

feed the cat!

SPYTRACK. For a good ski,

SELL!!

Don't give the egg away —

WINTER WONDERLAND:

promise.

and then make him

to kill Smeagol, tell him no.

SHADOWS OF MORDOR. Try

Throw the nodule!

KAYLETH. Stuck in a throat?

Scaper!

Trouble with the bear?

COLOUR OF MAGIC:

FRANKENSTEIN. Rub the ice

away — but don't stand too

close. Hit anvil three times,

and question the

blacksmith.

DODGY GEEZERS. Take Mr.

Video literally.

RUNESTONE. To open any

chest, describe the type of

chest it is. E.g. **MORVAL**

OPENS THE WOODEN CHEST.

SORCEROR OF

CLAYMORQUE CASTLE. Bliss

has three uses, and must be

cast when well

MINDBENDER. Fed up

with being bashed over the

head? Send the guard for

swim.



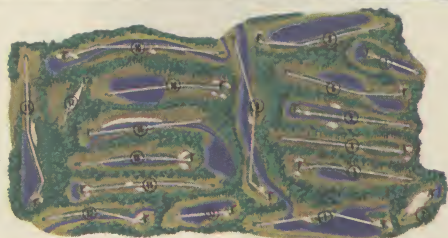
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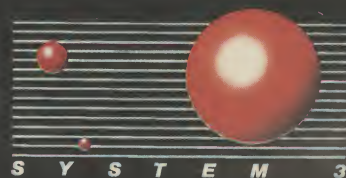
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OUT ON THE 15th DECEMBER

It's **Out Run** month in Computer and Video Games next issue! The game that's a sure fire Christmas number one will be getting the special C+VG treatment.

- We'll have a genuine hydraulic **Out Run** arcade machine to GIVE away!

- We'll have a special FREE audio tape of the **Out Run** coin-op soundtrack, PLUS 720° sounds on the B-side, stuck to the front of the mag. A cool-spool for your personal stereo!

- We'll have an in depth look at the computer version of **Sega's** arcade classic!

- Here's **ANOTHER** one to check out **Brains!** C+VG checks out the latest joysticks in one of our legendary guides to the wacky world of game controllers!

- He-Man storms in with the launch of Gremlin's **Masters of the Universe** Game. C+VG's very own muscle-bound blond hunk, Paul Boughton, brings you a preview of the fittest game around in the January issue of C+VG.

- Atari ST and Amiga owners can't afford to miss the January issue of everyone's favourite games magazine. We'll have a whole host of 16-bit hits to blow you away plus news and gossip from the mega-machine scene.

- **Movie mayhem** in the shape of the new **Star Wars** game! Win a bunch of **Star Wars** videos and a hi-tech TV/video outfit to watch them on!

- Check out the year ahead with our exclusive **Electronic Arts** poster calendar! All the dates you could possibly want on a giant full colour poster FREE with the January issue of **Computer and Video Games!**

- Nebulus, that totally addictive game from John Phillips and Hewson, gets the C+VG players guide treatment. Tips on the towers from the programmer himself in Jan's C+VG.

*All items correct at time of going to press.

Dear Mr Newsagent, Avoid a visit from Lt. Laww and reserve me a copy of Computer + Video Games, December issue!

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Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his devilish army led by the frightening powerful Evil-Lyn. With the Key in their possession who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.



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CUTE TO KILL by Jason Chown

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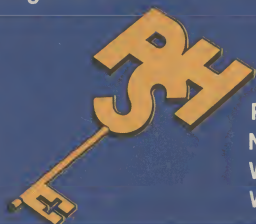
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Konami T-shirt

Kompetition

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On the front you can stun your friends with *Salamander*, dazzle them with *Gryzor*, look tough with *Jackal*, come on like

the Drill Instructor with *Combat School*, look mystical wearing the *Maze of Gallious* or go all wild and woolly with *Iron Horse*. Well 'ard!

We've got 25 of these dazzling garments to GIVE away in our special Konami Kompetition.

But if you don't win one—never fear, the C+VG Saver Squad is here! Yup, you can get nearly £2 off one of the

above mentioned T-shirts for just £4.95—they normally sell for over £6!

So, if you don't fancy your chances in the Komp, just send a cheque or postal order made payable to W+V Supplies, together with the special C+VG coupon on this page, to W+V Supplies, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL. Allow 28 days



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- 1) How many troopers parachute down at the beginning of Konami's *Jackal* coin-op.
- 2) What is a Salamander? Is it a) a snake, b) a lizard, c) a small green furry creature that sneaks out of the C+VG office at 5.30 every afternoon?
- 3) Name ALL the weapons used by the *Nemesis* ship.

for delivery.

Meanwhile, why not have a go at getting a FREE Konami T-shirt by answering the extremely easy questions. Once you've done that send your coupon to Computer and Video Games, Konami Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The FIRST 25 correct entries we receive will get a free t-shirt.

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ERIK: PHANTOM OF THE OPERA

ELO, GOOD MORNING, JE M'APPEL RAUL AND I'M LUCKING FOR MA FIANCÉE CHRISTINE WHO AZ DISPARUDE ON THE WAY TO ZEE BOTCHER TO GET ZUM ZOSSAGE AND ZUM MATE

I DO NOT KNOW WHERE EES YOR FIANCÉE... ALLER ASK ZOMINHERE ELSE MON MUCKER!

PSST, IT IS I, LE BERK, I ZINC ZAT WOAMAN IN ZEE CORNEUR AZ ZEEN YOUR UZER ARF!

ZANKYOU VERY MERCH, I WILL CHAT HER UP ABOUT IT NOW.

THEN..

THE WOAMAN AT THE TABLE WAS MORE INFORMATIVE...

MASSEUR LISTEN CAREFULLY FOR I SHALL SAY ZIS ONLY WERNCE. RUMEUR AS IT ZAT SHE AS BIN KEEDNAPPED BY LE PHANTOME DE L'OPERA... UZERWISE KNOWN AS ERIK!

ZUT ALORS! I MUST GAY ZERE IN MY CITROEN 2 CV... ...TO SAVE HER LOAF!

...CHEZ RONNIE

2CV OR NOT 2CV ZAT EES ZEE QUESTION ZERE EES NUT A SICKHOUND TO WASTE.

BUT ZAT EES IMPOSSEEBALL. LE MOTEUR CAR HAS NOT BIN INVENTED YET MASSEUR

BUT I HAVE INVENTED A NOO FOAM OF TRANSPORE COLLED ZEE SCRAPEBOARD. I AM SHOWER ZAT IT WILL CATCH ON WOAN DAY. UNFORTUNATELY I AVUNT INVENTED ZEE BRAKES YET...

* @ ! * BOF!

...ZAT EES WHY I CALLEET ZEE SCRAPEBOARD. TIME WILL PROBE ZAT I AM RIGHT!

SOON MY LOVELY ... SOON I SHALL RESCUE YOU FROM ZEE TERRIBUL FAKE ZAT AWAITS YOU.

WILL RAOUL RESCUE CHRISTINE? WILL HE TERMINATE ERIK, THE PHANTOM OF THE OPERA'S, FIENDISH PLAN? TO FIND OUT MORE (IF YOU CAN STAND IT) TUNE IN TO THE NEXT EPISODE.

THIS MONTH THIS ISSUE!

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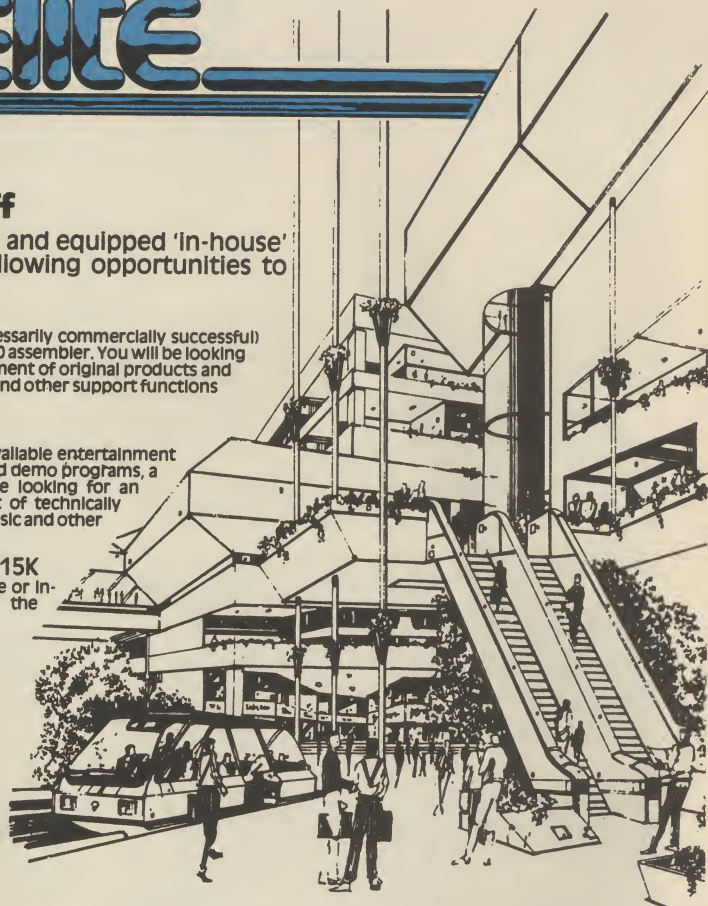
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With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

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BUGGY BOY



Yeee-ha! Buggy Boy is about to start burnin' rubber around the circuit boards of YOUR computer pretty soon. Here we proudly present another of C + VG's legendary players guides thanks

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This isn't quite a map of the game – more of a pictorial reference guide to the major hazards you'll encounter on the road with the bouncing buggy.



Hazards like walls, split-lane bridges, wooden barriers, rocks, tree trunks and footballs!?

Use this as a sort of route map before you start racing. Check out the different sorts of terrain

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Apart from that, our Buggy Boy map will look great stuck on your wall. Enjoy!

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ERIK: PHANTOM OF THE OPERA

CONTINUED

LITTLE DOES RAOUL KNOW, BUT I KNOW HE KNOWS WHERE I AM, AND I SHELL BE WETTING. THEN AND ONLY THEN SHELL I TEACH CHRISTINE TO SING BETTER THAN THE GREATEST OPERA SINGER OF OLE TIME.



OO IZ THEEZ GEEZER KIDDEENG!! I 'AV TROUBLE WIZ ZEE 'APPY BIRSDAY ALREADY!

AND SO

HOW WILL I EVER FIND 'ERR IN ZIS PLACE - IT EEZ SO LODGE. SHE COLD BE ANYWEER!



LITTLE DOES ERIK KNOW BUT I KNOW 'E KNOWS ZAT I KNOW.



LITTLE DOES RAOUL..... IF WE KERRY ON LIKE ZIS FER MERCH LONGEUR ZIS ADVERT WILL BECALM MERCH TOO PRICEE.

HELP CHRISTINE (AND US) TO ESCAPE FROM THIS DASTARDLY PLOT.

PSST!! EET IS I, LE JERK. LISTEN VARY CARFOOLY AZ I SHALL SAY THIS ONLY TWICE. "THIS - THIS."

I 'AV ZEEN A SHADOWY FIGURE MAKING FOR ZE CELLEUR.



SACRED BLUES! NOW I KNOW WER EE EEZ 'IDING.... EE AS TAKEN MY LOAF TO ZER ZOOERS UNDER ZE OPERA 'OUSE.

★ COMPETITION ★

Let us have your ending to this story in a cartoon strip. The best 25 entries received by Crysos, Software Publishing Associates will receive a free copy of Erik: Phantom of the Opera. Please state Spectrum 48/128 or +3. Judges decision is final. No cash alternative. Closing date for entries 31st December. Winners notified by post.

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Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue: reviews of Golf, Soccer and Clu Clu Land plus a red-hot news on new games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!

Peripherals tend to be regarded as novelties when it comes to consoles, but both **Sega** and **Nintendo** seem determined to establish their light guns and 3-D glasses as major players in the console buying concept.

Despite the trendy look of the **Sega 3D Glasses** I had assumed they would be like most of the previous efforts at 3D — nice idea, shame about the product.

I was surprised!

There are currently two games for the glasses, **Zaxxon 3D** and **Missile Defence 3D**. I couldn't get my mits on the Zaxxon but Mastertronic did shove a **Missile Defence** under my nose!!

The glasses are large and shaped so that even people with glasses can fit them over their specs. They are wired into an adaptor which then fits into the card input on the console. Your game card then fits into its slot and away you go.

Initially when the game is played, it does take a little time to adjust to the perspective and I imagine it does depend on your own vision as to how strong the 3D image is.

Missile Defence is basically a game with six stages. You have to destroy missiles that are launched at either an Eastern or Western city.

There are three stages to the defence of each city. First you are faced with the launch sequence. Here missiles pop out of silos on either side of the screen and zoom out at you. Some will head out of the sides of the screen, others will come straight at you. These must be destroyed because they hit the screen

full-on you lose one of your three laser bases. The game is over when all three are destroyed.

At the end of this scene you see a count of the missiles launched and those you have destroyed. You are then told you have two more chances to destroy the missiles before they reach their destination in the East city.

Scene two is over the North Pole. Here missiles are large or small depending on flight angle, and they get real tough to take out.

The final scene is a real very tough one. You have to destroy the missiles as they fly down over you, heading for the city in the distance. Don't be nervous, just slip that finger round the fire button and blast the mothers out of the sky!

If you fail there is a destruction scene where the city explodes.

The West city defence follows the same pattern with a launch scene, a space scene and the final city scene—this scene is HARD.

If you complete all six scenes you start over at a faster speed.

The graphics and sound are good with some scenes working better than others, but again I stress that the image depends on your perception.

It is a good game although once you have clocked the six scenes it starts to get repetitive.

Still, this is an early game and new titles will develop the 3D format into something worthwhile.

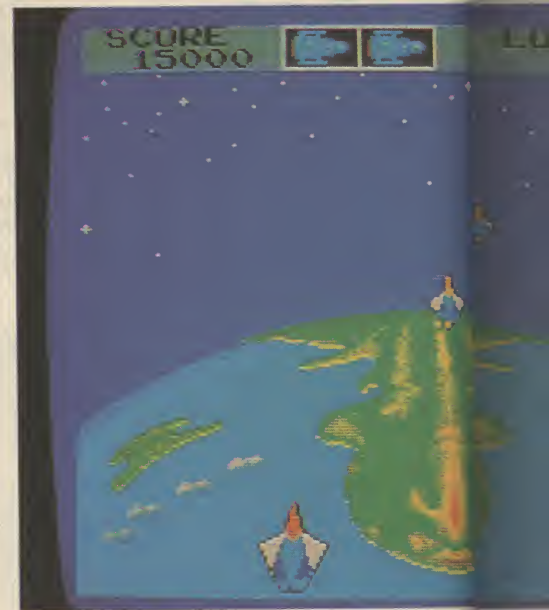
The glasses are not cheap at £40 a throw, but they do represent something new and different.

And it works!

REVIEWS

Over the next few months I will be reviewing ALL the **Nintendo** and **Sega** games available in the shops as well as reviewing the hot stuff to be released in the near future on these machines. But first here's a rundown on the first batch of **Nintendo** releases.

GOLF: By its very nature golf is a slow, thoughtful game. And to be entertaining on a console—or micro for that matter—it must have great attention to detail and presentation.



Nintendo Golf is a good game. It offers one player stroke game, two player stroke game and two player match game. A full range of woods and irons are available and you can control the swing, power and flight curve readily from the controller.

Sound is basic—to say the least—but then what sound DO you get playing golf!

There are variable factors to make the round tougher, wind direction needs to be watched and a keen eye to be kept on the part of the swing controlling the curve of the ball. Bunkers abound, and

are all too easy to fall into.

The only problem with reviewing **Golf** on the Nintendo is that I have played **Leaderboard** on the Commodore! Of course that IS the definitive version, but you can still while away the odd hour on this offering. It plays well and is challenging enough even for the hardened golfers among you.

SOCCER: This is a real gem of a simulation. Most team sport simulations tend to be a bit dodgy when it comes to controlling players, but not this little beauty!

There are plenty of options to choose from, length of the match, skill level, two player option and team colours.

Control is nice and tight when you have mastered the art of passing and switching control to another player. This will take around a couple of minutes.

Gameplay is nice and

smooth with some bone crunching tackles if you should feel the urge.

All the elements from the sport are there with throw-ins, goal kicks, corner kicks, penalty shoot outs and offsides.

At halftime you get a zippy display of girls in ra-ra skirts doing their dance routines before the teams trundle back out to start the second half.

This is a very polished game with good graphics and tunes. Above all it is playable and FUN. Go for it!

CLU CLU LAND: I almost switched this one off after a minute or so, but I re-read the instructions and sussed the gameplay. I could have kicked myself because this game is excellent. Simple concept, simple play, simple(ish) graphics and sound — yet I was hooked.

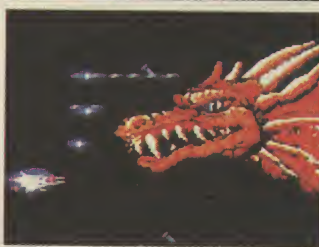
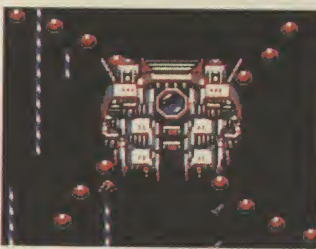
Clu Clu is a cross between the arcade golden oldies **Ladybird** and **Pacman**. It also boasts some novel gameplay and design elements. You control a girl called Bubbles, who looks like a fish to me, and you have to discover all the gold bars hidden over 20 screens.

Each screen has to be solved within a time limit and while zapping/ramming the standard issue nasties which roam at will over each maze.

To expose the gold you have to guide Bubbles around a maze and get her to look around various pillars scattered about. As she goes through pillar posts she exposes any gold hidden between them. There are bonus points to be had by picking up fruit and extra lives.

NEWS

● The arcade hit **Salamander** has now been converted to the Nintendo. As you can see from the screenshots, the graphics are superb. All the arcade features have been included with both vertical and horizontal attack waves.



Salamander and other Konami titles should be in the UK from January 1988 onwards.

● **Xevious** fans of the world unite. Apparently there was a follow up to **Xevious** called (wait for it) **Super Xevious!** It has been released in Japan for the Nintendo and from all accounts it is a hot item.

Not missing out on a good thing you can now save up all your hard earned YEN and go out and buy a model kit of the crafts from the arcade game (shame it's only 1/48th of the real thing?).

● It is quite rare for a UK game to make it in Japan, but Gremlin has scored a success with **Monty on the Run**. Apparently there was a bit of a culture difference when it was converted to the Japanese format and they couldn't relate to moles the way we do.

So... they changed Monty to a cute bearded criminal on the run, or maybe they just lost a little in the translation...?

● If all you Nintendo owners are a little disheartened at Sega 3-D glasses, then don't be! The Nintendo system does have glasses (although just

when will WE see them?) and they can be used with a game called **Highway Star**.

The game has more than a passing resemblance to **Outrun** with its rolling hills and twisty roads (more on this in the future) in fact in 3-D it could well be something special, watch this space...

The arcade licenses to **Rygar** and **Solomon's Key** were snapped up by US Gold for the 8-bit formats. Well Nintendo console owners haven't been forgotten as they are available on the console, but only in Japan.

Both Sega and Nintendo third party UK and European Licenses come up for grabs in 1988. This should mean that companies like Capcom, DataEast, SNK and Konami will be negotiating the release of their games into our markets.

Super Marios Bros is so popular that in Japan and the US there are official Super Marios Bros fan Clubs, with a handbook (detailing all the features) and tee-shirts of the characters.

Anyone over here willing to do the same?

There are currently 30 titles due for release on the Sega before Christmas with another 60 to follow next year.

Nintendo has 27 at present with the third party stuff to follow next year.

● Come on let's be having all your favourite tips for console games. This month's tip is for **Kung Fu Master** on the Nintendo.

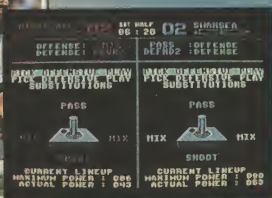
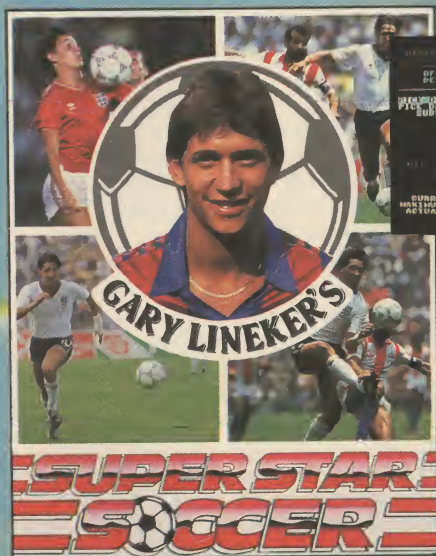
The usual place to get stuck is on level three, at the end of the level you face a large sumo wrestler who with very few blows can wipe out your energy. To destroy him wait until he has just kicked then step forward and, while kneeling, punch rapidly to his stomach.

At the end of level four you are faced with a bomb throwing midget, to destroy him simply wait until he has thrown a bomb then step in and punch to the head rapidly, as he dies step back and repeat the process on his reincarnation.

Has anyone out there conquered level five?



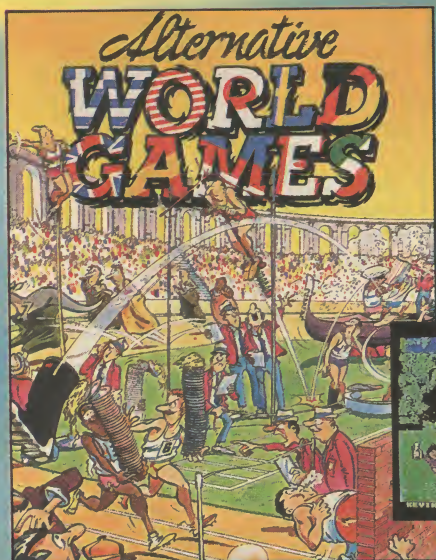
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COMPENDIUM

Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium.

Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink.

Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board,

or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.



BLOOD VALLEY

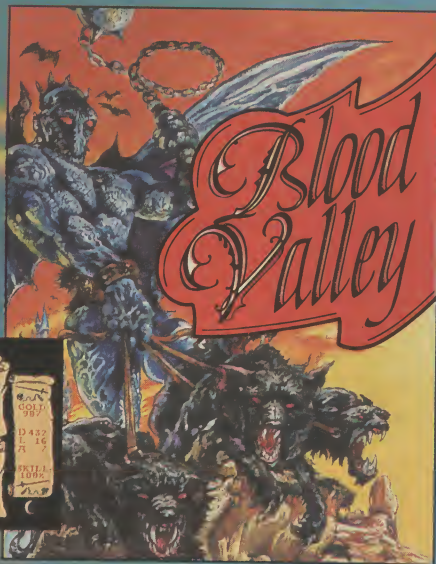
Archveut the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.

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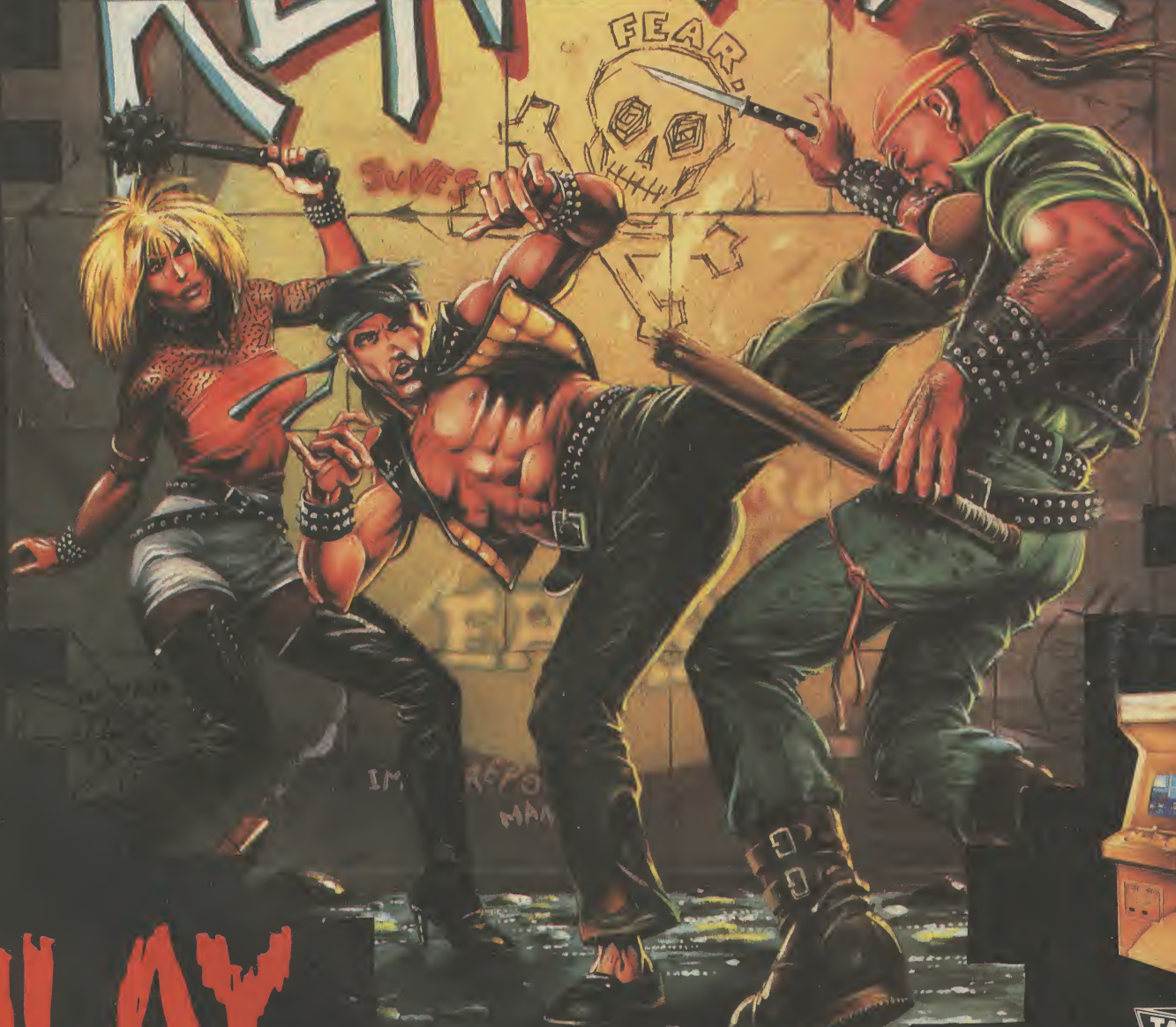


EXPERIENCE

GREMLIN

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RENEGADE



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Licensed from - Taito Corp., 1986. Programmed for Amstrad, Spectrum, Commodore by Imagine Software.



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In the knife-edge world of the vigilante there is no place to rest, no time to think—but look sharp—there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path—the Renegade.

A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features. **PLAY RENEGADE...PLAY MEAN!**

the name of the game

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players can take part. All the quality you expect from a Epyx product is here and so much more. We could tell you more but instead let's hear what the critics have to say:

"California Games is quite simply the apex of computer sports gaming. Even in purely technical terms Epyx have somehow managed to surpass their own high standards - the pictures and sounds generated by this program are atmospheric beyond belief."

If you gather up all the superlatives from previous Epyx reviews

and add them together, you just might go halfway towards describing California Games™.

- ZZAP 64

"California Games has to be the best release this year so far.

Some of the individual games are almost worth the asking price on their own."

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Need we say more?

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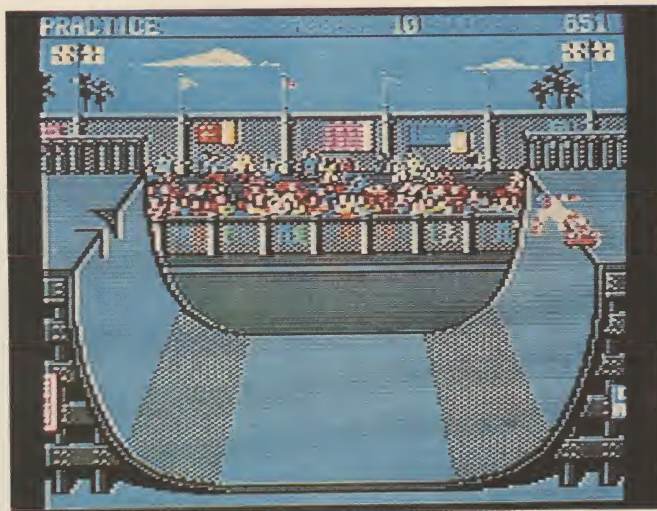
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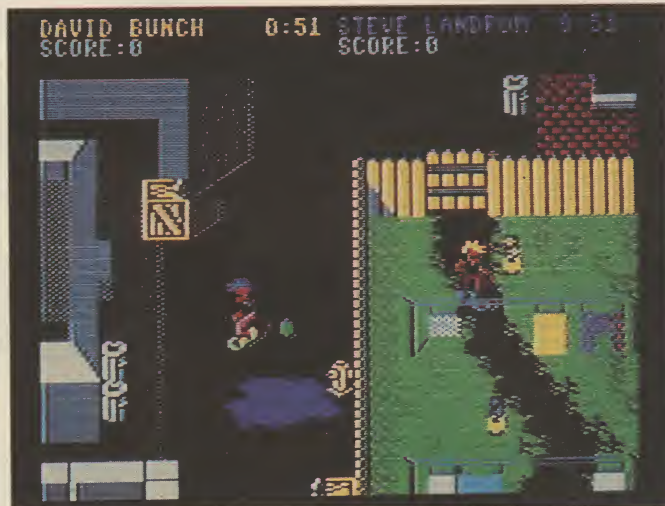
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Street Scene.....



Here's one really radical game that's going to give 720° a run for its money. *Skate or Die* is hot from *Electronic Arts* and puts you in charge of a set of hot wheels – a skateboard that is. Take your board out on the ramp and perform a well wicked set of moves, complete on the downhill speed course – complete with the nifty concrete tube manoeuvre. Take on a street punk on his own turf – race down mean streets packed with hazards. And beware, 'cos you can get involved in a bit of martial artistry with your opponent. All this and the epic



pool joust – this could start a whole new real life sport! It's set in a deserted pool – two skaters joust against each other with special poles the one who takes three falls first loses. Fun with a big F! Lots of extremely nice touches, great graphics and a *Rob Hubbard* soundtrack.

What more could you want?

Out soon on the 64 from EA at £9.95 on tape, £14.95 on disc. Our screen shows the ramp game and the street race.



Once the hunter, now you are the hunted. In CRL's *I, Alien* the tables have been turned following the unexpected arrival of a starship from earth. The humans on board said they had come in peace, in search of previous minerals. But the real purpose of their journey is soon discovered. A violent and catastrophic nuclear war has wiped out earth's entire animal population. The humans have no livestock and have been forced to search space for new laboratory specimens to cultivate a new food source.

The alien is intended to become one of the guinea pigs.

Your only means of escape is in your pod. Take this to a friendly planet for help. But beware, to reach the pod you will have to overcome vicious threats from all kinds of foes – mutants, droids, ice dragons and numerous other forces. Once conquered your task is to find the pod hidden somewhere in a vast labyrinth.

I, Alien, will be released for the CBM C64 in on cassette at £9.95 and on disc at £14.95.



No rest for the wicked. Especially if you're a Palace programmer. Steve Brown wasn't allowed to rest on his success with *Barbarian*. Along with his team he's been hard at work on *Rimrunner* a wacky scrolling shoot 'em up. But don't expect boring old space ships from Steve. Here you get a strange ant like creature riding an alien dinosaur protecting cities from the evil Arachnoids. *Rimrunner* is an insectoid soldier who patrols the borders of Insectoid cities making sure the generators which run the force shields are kept fuelled and operational. He dashed frantically around

the rim of his world zapping attackers. Lots of amusing animation as you'd expect from Mr B and his boys. *Rimrunner* can be knocked from his dino and falls to the floor rubbing his insect head. Then he whistles the cutest computer whistle you've ever heard to summon up a replacement mount! Fun and frolics in the Palace fashion and neat sounds from that other regular Palace soundsmith Richard Joseph.

The C64 version of *Rimrunner* should be out as you read this, with Spectrum Amstrad and Amiga versions to come.



Last month we brought you a wonderful *Jackal* poster – thanks to Konami – and this is a glimpse of the Spectrum conversion of the coin-op smash, heading your way soon. Watch out for a full review next month.



Knightmare and *Predator* head Activision's attack on the Christmas charts this year.

Knightmare, based on Anglia TV's brilliant television show, provides puzzles of it, it's claimed a varying nature not found before in computer games.

The game will be available for the Commodore 64/128, Spectrum, and Amstrad CPC, priced at £9.99 on cassette and £14.99 for Commodore 64/128 and Amstrad disks. An Atari ST version is due to be released in January next year.

Predator, starring Arnold Schwarzenegger, grossed \$12,000,000 after three days when released in America in June, and is now set to be premiered in the UK in January next year.

Currently being developed by System 3, the game follows the film's plot, placing you in control of Schaefer with a mission to destroy the predator. Before confronting the predator, Schaefer has to pass through numerous screens of treacherous jungle terrain, swarming with enemy guerillas. Extra equipment can be acquired along the way.

The game will be released to coincide with the film premiere, and will be available for the Commodore 64/128, Spectrum and Amstrad CPC at a price of £9.99 on cassette and £14.99 for the Commodore 64/128 and Amstrad disks.



Mega City is living in fear. The four dark Judges, Death, Fear, Fire and Mortis have arrived judging the living and absolving them of their guilt – by killing them!

Step forward that 2000AD curvy cutie Judge Anderson, elite Psi Judge, and the woman to save Mega City. These are early shots from Piranha's game which should be out on all formats before Christmas at £9.95 and £14.95

Judge Death kill people by thrusting his hand through the bodies of his victims. Fear opens the gate on his face mask and orders his chosen victim to "gaze into the face of FEAR"



Fire envelops his victims in a prism of flame and Mortis brings instant decay to his victims by just touching them.

You play Judge Anderson and because she has been out of services for some time there is a practice gallery for perfecting shooting skills before going into attack against the Dark Judges. But your arm must be true because innocent citizens and the city itself can easily be destroyed.

You must battle through four sectors of Mega City then out into the mutant wastelands before the final confrontation.



Introducing Captain Chuck Harrison, fighter pilot extraordinaire, star of Reaktor's *Out of the World*. Chuck jet enters another world when he goes faster than anybody else. In this



"other world" he is faced with alien hordes and must force the enemy to surrender.

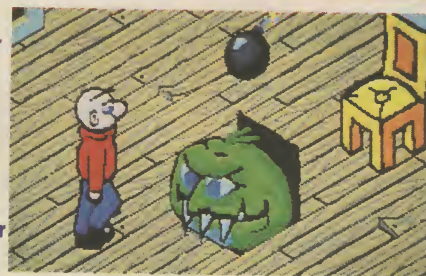
Out for the Spectrum (£8.99), CBM and Amstrad (£9.99/£14.95 in November).

Gasp at the graphics and swoon at the sound – this is Rainbird's *Dick Special – The Search for Spook* on the amazing Amiga. It's got the best cartoon graphics we've ever seen . . .

You must move Dick through scrolling landscapes, solve puzzles and collect together items which will help locate and free his faithful hound.

Spook has been kidnapped on the eve of the Mr Doggiverse show. Dick is hit on the head and wakes up to find Spook missing. Setting off in pursuit his first task is to search the hotel, while overcoming hostility from the staff, inanimate objects and broken equipment.

It's programmed by Sandy White and Angela Sutherland, who were responsible for *3D Ant Attack*. It should be available in the New Year on the Amiga and Atari ST at £24.95.



Strip

Poker II



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WIZARD WARZ

TM set Wizard Warz apart from other strategy games and view through a circular screen that diminishes as your health weakens and makes your goal harder to achieve. See the effect of your spells as they hurtle across the screen in Wizard Warz combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategic challenge.

*Eye of Newt
Blood of Rat
Bring Me The Powers of
Vision & Combat!*

screen shot from CBM version



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Mailbag.

● In your October issue you said you wanted to hear from girls who read C+VG. Cue me I'm 16 years old and I've been reading C+VG since September 1983.

Basically, C+VG is the best computer magazine around. Not perfect, but then, who is? *The Books of Games* are great, as are the occasional *Adventure Extras*, talking of which, Mr. Campbell's *Adventure* column is brilliant – the best part of C+VG, if I may say so. No prizes for guessing – yes, I'm an adventurer – you can tell by the spidery handwriting and my continual muttering of "Follow Gandalf".

None of my games were bought without a shining review from your team, and I recently bought the computer of my dreams, the Atari ST, which I have yearned for ever since that fateful review of *The Pawn* (a copy of which I am the proud owner, not to mention *The Guild of Thieves*).

Last weekend, with great effort and even greater expense, I translocated myself to the PCW show at Olympia where I confess I visited and revisited the C+VG stand, each time asking a different person for a sheet of stickers – thanks! I also managed to get my grubby paws on a cheerfully yellow C+VG bag, complete with Big Red 'n' all!

The fantasy section is very interesting – would you happen to know if anyone is planning to make a game of *The Belgariad* by David Eddings? If not, why not?

Complaint one: I couldn't find the 1986 yearbook: I sought it here, I sought it there, in fact, I sought it pretty well everywhere, to no avail. What happened?

Complaint two: I can't read the *Adventure* column when you put it on a dark coloured background. Could you perhaps sort that out?
Sophia Chan, Surbiton, Surrey.

Editors reply: So that is where all our stickers went! Answering your moans

Sophia. 1) There was no yearbook in 1986
2) Sometimes Craig's artistic nature gets the better of him – then WE sort him out!
Please don't praise KC too much – he's too expensive already...

● Congratulations on an absolutely mega November issue of C+VG – a tape, posters, lots of funny advertising bits which fall out, a million pages (well, almost) and all that for £1. How come all the other mags put the prices up for much less?

But what has happened to our dear, sweet, divinely beautiful Melissa R at IDEAS Central? She's changed beyond belief. Was it anything to do with her holiday? In October, there was the Melissa we know and love, boasting about going to a "sun drenched beach" for her holidays. And then in November she's totally changed. Was it the Harvey Wallbangers? The hard nightlife? Or did she swim in a radioactive sea? I know people do change but this is silly. Explanations please.

George Brain, Sheffield.

Editor's reply: Would you believe a new hair-do? No, didn't think you would. Hmmm. Okay, it's own up time. The picture was of Melissa's mum. You see the real Ms M disappeared. She's not been seen since her holiday. And we've received a ransom note (see IDEAS Central). Frankly we're frantic!

"horrific" examples of racism in computer games. The only overtly racist games I have seen are the usual "kill the nasty aliens" type.

All games are 'racist' towards the enemy of the piece. They have to be to justify the gameplay.

If you play a war game, taking the side of the British against the Germans we must have some racist feelings against them, wanting to beat/defeat them because they are our enemies (in the game) or the whole exercise would be pointless.

This is not real racism, but a deep rooted desire to protect our own against invaders or trouble makers. It may be right, it may be wrong – but it is part of the human nature and history.

That aside, sexism is a different matter. Sexism always brings out strong emotion in those who see it as an overwhelming attack on the position of women in society.

There maybe many examples of male dominance and female degradation in the outside world but as a whole there is really very little real sexism in computer software. A very large proportion of software programming is performed by males, with a male orientated

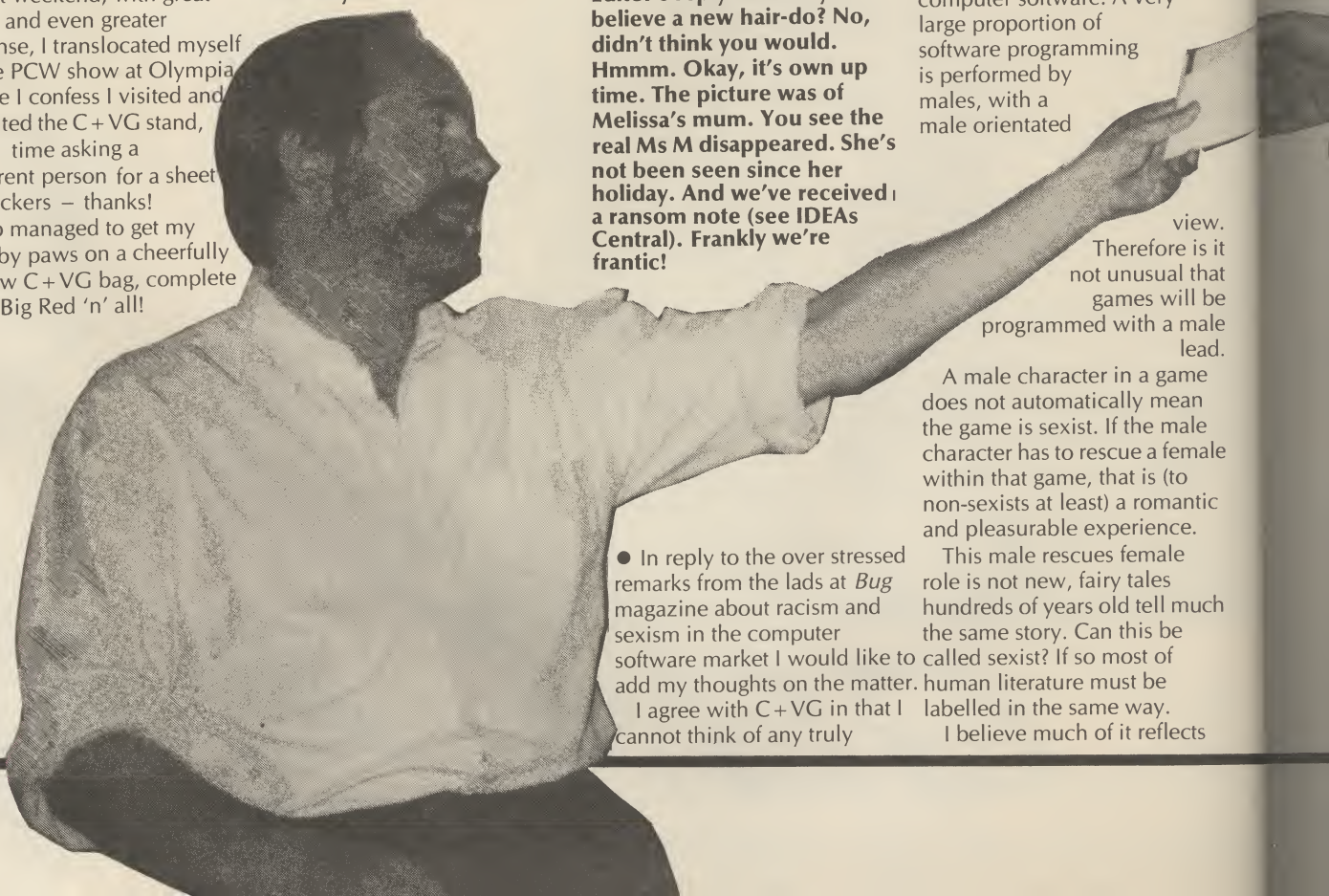
view. Therefore is it not unusual that games will be programmed with a male lead.

A male character in a game does not automatically mean the game is sexist. If the male character has to rescue a female within that game, that is (to non-sexists at least) a romantic and pleasurable experience.

● In reply to the over stressed remarks from the lads at *Bug* magazine about racism and sexism in the computer software market I would like to add my thoughts on the matter.

I agree with C+VG in that I cannot think of any truly

This male rescues female role is not new, fairy tales hundreds of years old tell much the same story. Can this be called sexist? If so most of human literature must be labelled in the same way. I believe much of it reflects



real life, life as it is, and was in the past. Sexist, no! Realistic, yes.

The lads state that female editors of computer magazines have the chance to censor so-called sexist material. I'm sure they do this without their help, or with the insisting of any hothead group with a bee in their bonnet.

Some advertisers or software houses may push the barriers of good taste, but they know if they went too far their adverts would be banned with a drastic loss in software sales.

Female persons adorning the jackets of computer games are there to enhance the "good looks" of the product. I am sure that most men and women would agree that a female body is more attractive than a male one (and I say that as a compliment).

I myself do not really agree with the use of bodies — faces yes. Very often a female is shown in an advert to brighten up the product, very rarely as a tool to exploit or degrade as so many people think.

How many of those when protesting loudly about the women in the bathing costume on the cover of *Barbarian* also complained about the presence of a less covered male? I have heard non up to date.

Those complaints must in themselves be sexist for not mentioning that! Are we then to

And as the largest proportion of gamers are male the profits would still fall. No that argument doesn't wash with me.

The reason more lads than lassies play computer games is more fundamental than that... but that's another story!

T. Worrall,
Preston

Editor's reply: And this intelligent, thoughtful epic ends the sexism debate. OK?!

• I am writing to inform your readers of a home base connection service. Not to swap software but write software. If any of your readers are talented musicians, graphic artists, sprite designers and wish to be put on a programmers data base please write and send a S.A.E. to the address below.

This service is free all it'll cost is the price of stamps and envelopes. The service I'll put your readers in touch with the type of people they want eg coder needs graphic designers/artist. And through this hopefully we'll have a lot more software teams, Teaming up. And a better chance of freelance software being published.

Richard Johnson,
20 Lauder Close,

Willenhall,
Wolverhampton,
W. Midlands
WV13 3QH

• I thought I would write to ask why you employ an Australian designer. Before you say you don't, think about how you are going to explain all the screen shots that you print upside down.

There are at least two an issue, is this a secret competition that you haven't told the readers about.

Please explain.

Gerry Murray,
Kentish Town.

Editor's reply: Not Australian designers — Australian layout artists at our typesetters. And yes it is a secret competition — unfortunately the prize is a secret too. Tough!

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Mailbag.

• Here are some serious comments regarding the *Bugs* comments. To him I say, so what if most characters in games are male? Are we to believe that young lads playing these games will grow up believing that women are the inferior sex, just because there is male cat in *Greyfell*. I think not.

I would like to hear what the *Bug* thinks, the consequences are going to be if male characters in games continue to dominate. Would we all – including the girls – be subconsciously trained into being sexist?

I doubt it, and I reckon people like the *Bug* are totally O.T.T.

Another point to be raised, is selling software through sexist adverts/posters with the game. He insinuated that the sole reason *Barbarian* got to 'number one' was that Maria Whittaker was scantily clad on the cover. Rubbish!! Who would pay £10 for a poster! Especially if you could get one very similar in C+VG but bigger, for £1!!

Barbarian got to the top slot because it is a damn good game! Also does the *Bug* think that females don't buy a game with a male character in it? Preposterous! Ludicrous! Has he ever talked to anyone with normal views?

And I think, Jaron and Jeffrey, that women can do their own talking.
Chirry, Derbyshire.

• After reading the letter in your mailbag column, about sexism, I had to put pen to paper. I've never read such a load of rubbish. There's nothing more annoying, or sexist, than a male trying to defend females against sexism. It seems like that sort of person feels we can't defend ourselves.

As for sexism in computer games, I can honestly say I don't think of the sex of a

character in any game. It is an object I am controlling in order to play the game.

The player becomes the character. So the sex is that of the player. As for *Strip Poker*, if you think it is degrading for women, don't buy the game.

How many women do you know who would like to be capable of being as cold blooded as a *Ninja* or *Rambo*?

Anyway you asked us girls to write in. Although I am no longer a young girl I hope I qualify. I've read your mag. for three years and enjoy it.

*Mrs J Brartingham
Dover*

• Being an avid reader of your mag. I was well pleased with T.T's remarks last issue.

Women are women. They should not and need not be portrayed as sex objects for the likes of men. Yours after all is a computer magazine and not *Playboy*!

A good friend of mine recently wrote to C.U. about Page 3 girls and the effect on women, as well as in computer games. She is a good person to write such a thing – as an ex-*Penthouse* girl, she can look at this issue from both sides. There are loads of computer mad females all over the world and I bet most feel a bit peeved at having to buy *Barbarian* with a Page 3 girl on the front.

On the subject of *Barbarian*, didn't you think it was a bit of a degradation to men as well? Come on girls, let's show this sexist computer world what it is doing to us. If C+VG and C.U. support us, we're gonna make an impact.

*Katherine James,
Doncaster.*

• I must write to say how I and sons enjoyed the PCW show. We used your stand as a meeting point, a very wise choice in my opinion. Your team were so friendly and

helpful to all the boys and girls with tips and help and I noticed that you didn't hassle them.

I am a mother of three boys, one husband, two dogs and three computers. So, sometimes I feel a bit left out, until I can get my hands on a game or two. My favourite is *Rockford* and *Boulder Dash*. Are there any other mums and dads out there who feel the same? If so why don't you ask all the kids what their parents love/hate.

*A C Smith
London*

P.S. Someone has to tell the directors what a great team they have in C+VG!

• I am sick and tired of hearing these no good trendy oiks, always saying the H.M. is dead and old hat. HM unlike the pulp musak that exists from time to time, and rears its ugly head, lives on and will never die. Being the natural heir to classical music it has produced more musical classics than any other form of music. *Stairway to Heaven*, *Stargazer* and *Heaven and Hell* to name but a few.

If it wasn't for HM bands today, there wouldn't be a guitar industry. Just look at all the new guitar lines the companies produce, all for the HM industry.

Musicians they are, and Gods of their craft, not pulp wimps that mime "cause they can't play".

If HM's so bad then why are the old punk bands switching over, and thousands of new bands forming each year? Two massive festivals a year, in Britain alone, shows that HM is alive and kicking.

Shows how much your car badge stealing trendies know about music. It may have not crossed your little mind but the *Beastie Boys* claim to like HM and have *Slayer* guitarist playing on their piece of vinyl

Slayer is a Death Metal band, and you can't get more HM hard core than them.

One simple page in a computer mag and you start winging. Look at us, we're the majority and we only get two hours a week, on one radio station from 10-midnight. You lot get non-stop pulp from morning till dusk on five channels, seven days a week.

I know its hard for you wimps to comprehend that your really in the minority. Hard luck, and if you don't like HM – then you know what you can do.

Wayne, take no notice, they know not what they say or listen to. I was so angry, I wrote this at two in the morning.

*Phil Napolitano,
Berks.*

Editor's reply: Tough talkin' from Phil – anyone, wimps included, got anything to say?

• After being a devoted Amstrad CPC owner for a couple of years, I suddenly realised that Alan Sugars brainchild was pile of ****, so I decided to buy an Atari ST. As you seem to quite like this computer, I was wondering what C+VG's top ten ST games are, as I am a newcomer to this ST thing, I don't know what to buy.

Also, why on ST game reviews are the screen shots all blurred and horrible? Every other computer is OK, even the Spectrum. So, why are they blurred ie. *Addictaball*, *Road Runner* etc.

Also which is the best – *Impact*, *Addictaball* or *Arkanoid*?

*Justin Mason,
Isle of Wight.*

Editor's reply: Our top ten ST games? Difficult, but it would go something like this – not in order of merit – *The Pawn*, *Addictaball*, *Arkanoid*, *Road Runner*, *Leviathan*, *Karate Kid II*, *Backlash*, *Mercenary*, *Indiana Jones*, *Super Sprint*. As for *Addictaball* vs *Arkanoid* – it is a split decision here at C+VG. Play them first is our advice and make your own mind up!

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Pen Pal Page.

● Hi, I'm a 14-year-old CBM64 owner who would like to get in touch with anyone – male or female – from all over the world. I like Karate games. Please write to me.

*Gary Ledsham
Clwyd*

● I would like to tell your readers of a new computer club. The club will have news letters printed bi-monthly and will include info. relating to news, tips for new disc users, articles on computer related subjects, members letters, etc, etc. All enquiries should be sent to Spectrum Users Disc Society (S.P.U.D.S.).

*c/o Ken Sutherland
16 Second Ave
Bearsden
Glasgow G61 2LR*

● Hi, I am a 12-year-old kid. I speak English and German and I am a very lonely Amstrad user. If anyone out there has an Amstrad, and would like to chat or anything like that, just write to me.

*Tarek Elk-Semman
Hillingdon*

● My name is Ann. I am 18-years-old and own a Spectrum+. I also like chart music. I would like male pen pals aged 16 to 21. Please send photo if possible.

*Ann Corcoran
Scotland*

● Greetings from Canada. I am a 16-year-old Amiga user interested in meeting any other Amiga users who want to swap tips, ideas, info and basically anything else interesting. I have several friends who might want to be penpals also.

*Jim Pun
575 Bathurst St
Toronto, On
Canada
M5S 2P8*

● I own an Atari 65 XE and I'm looking for pen friends. I'd like to exchange game clues and programming tips. My other hobbies are rock music, films and sport. I'm hoping to find pen pals between the ages of 12 and 18,

preferably in Australia, New Zealand, USA, UK and the Pacific.

*Tomasz Wilusz
ul. Olsztynska 29 m. 203
26 600 Radom
Poland*

● I am a 24-year-old Amstrad CPC 6128 owner looking for anyone regardless of sex anywhere in the world, who are avid adventure players. I wish to swap ideas and tips.

*Bryan Roberts
17 Chedworth Way
Eden Hill 6054
Perth
West Australia*

● Yoh! Any humans want a CPC 464 penpal? Male/female – I don't mind and I don't mind if you live abroad. I'm 12 years old and I am a computer freak and I hope you will swap news, etc. Well, my name's Neil and I hope to hear from you soon.

*Neil Taylor
West Midlands*

● I am a 17-year-old boy who would like to have some female pen pals all over the world. I own a C64 computer and I am a member of the CCF-Team. I am waiting for your letters.

*Dimitri van Middelkoop
Mahlerrode 29
2717 CL Zoetermeer
The Netherlands*

● Hi there all you Amstrad CPC 464 owners. I am 12½ years old and would like and Amstrad owner as a pen pal – 11 to 13 years old.

Willing to swap pokes, maps, ideas, etc. I'll write back to any letters.
*Graeme Appleton
Bucks*

● I am a boy from Finland and I would like a pen pal who owns a C64 or, as I do, a C128. I have got a disk drive and 1530 datasette and I would like to swap hints, tips etc. I await letters from every corner of the world.

*Reijo Pentinmaki
61270 Lupajarvi
Finland*

● I am an Amiga User looking for others from every part of the world. My interests are programming, games and designing. Please write to:

*Stefan Didak
Doelstraat 147
3011 Aj Rotterdam
The Netherlands*

● Hi, I am 12 and would like a male pen pal aged between 11 and 13. I own a BBC model B with a double 40/80 disc drive. I also like pop music – especially *Queen*, and playing the keyboards. I would prefer a penpal from England.

*Andrew Breeze
Leeds*

● I am a computer freak, who likes to write with everyone from all over the world. If you're interested write to:

*Eddy Van Hoerlende
St-Donaasstraat 30
8380 Zeebrugge
Belgium*

Oh yes, I own a CBM

● Amiga User wants penpals. All letters will be answered.

*Erik Nilsen
Fullriggervn 33
N-4056 Tanager
Norway*

● I am an Australian CBM64 owner who lures Arcade Adventures. I would like a penpal from any country who enjoys Marvel and DC comics, Crowded House, Inxs, Paul King, Eastenders and going out. C.R.I.T.C. is coming. Write now.

*Luke
5/115 Pacific Pde
Dee Why
Sydney, 2099
NSW, Australia*

● I am a 16 year old MSX 64K owner who would like to swap letters, maps, pokes etc. with any owners all over the world. I promise to answer all letters.

*David Harkins
Newcastle upon Tyne*

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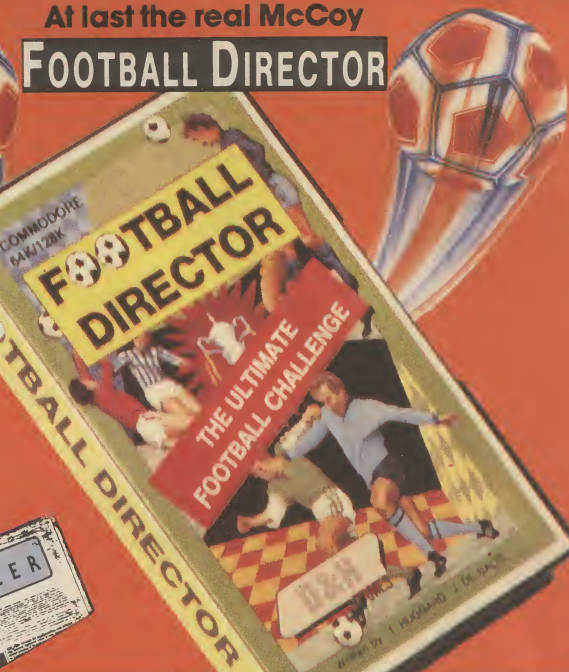
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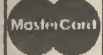
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GAMES

Hot Joypad

by Tony Takoushi

Loud and proud and ready to shock. Yes, C + VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.

A couple of months ago I said **Amiga** games software was beginning to arrive in quality and volume. Some of the better games to hit the UK recently are **Impact**, **Mousetrap**, **Mission**, **Elevator**, **Bad Cats**, **Dr Fruit** (Mr Do), **The Final Trip**, **Garrison** and **City Defence** – an absolutely BRILLIANT version of *Missile Command*.

This month I'm taking a look at a game called **Space Ranger** – previously titled **TASAR**, weird huh? – for the Amiga 500 from Mastertronic.

A scaled down version from their coin-op division Space Ranger is a *Defender*-style game with some tasty touches.

You control a Space Environmental Protection Ranger (SEPR to you) which has to zip around various planets rescuing animals from the clutches of beastly aliens.

Jeff Minter, they need you!

The first three planets are called Zyphoor, Jospoor and Carvix. To get the lowdown on these worlds the instruction manual explains – via a rather wild storyline – what you have to collect and destroy.

On entering the first level the first thing to grab your eye is the speed at which the action takes place. Don't hang around – nothing if for free here!

You can fly or walk to the left or right as the screen scrolls – straight out of *Defender*.

The obvious difference is that the backdrop is a three layered scroll which is finely detailed and absolutely pixel smooth. Nice one guys!

There are various nasties flying around which try to pick up the creatures from the surface. Creatures including dinosaurs, turtles, weird running eyeballs and

bouncing squids. Once captured the animals are taken to a mother ship which teleports them into her hold via a beam.

You can make the ship drop the creatures by shooting it. But avoid taking too many shots as this can release pounding fists which batter you around the screen.

The enemy aliens come in strange forms, there are rolling hands, pronged Wasps, – which like to sting – yellow flying jokers and the dreaded Skull which follows you around firing vicious looking hook bombs.

To aid your mission there is a scanner at the bottom of the screen which clearly details the enemy and where the creatures are on the planet. You must use this to get anywhere in the game.

At the end of a wave you are given a tally of the creatures rescued – extra life at 25 – and progress to the next wave.

The game should be available by the time you read this and on balance I recommend it. It takes the *Defender* idea and enhances it. Action is fast, sound is good and it's a real mean shoot'em up.



One of the dodgier areas of the software industry are conversions of arcade games.

It really is worrying that software houses are content to simply hack across code without eye for detail or the capabilities of the machines they are converting coin-ops on to.

To date there have been some horrific conversions of hit arcade – titles from leading software companies. I can understand the commercial reality of releasing a game to coincide with a hit movie or arcade machine. But what I cannot understand is the apparent willingness of

companies to sully their reputations with shoddy, rushed programs which barely resemble the original.

The main reason all this is bubbling up in my brain at the moment is that with increasing popularity of the ST and Amiga machines, software houses are, it seems, content to simply port 68000 code across from ST to Amiga WITHOUT using the extra power of the Commodore machine. This is such a waste!

The ironic part of it is that the Amiga is incredibly powerful and should be LEADING the way, but as the ST now has the mass presence it leads the software market for product.

Take a long hard look at the games for the ST and Amiga. They are getting better but I still feel that the machines are not being used to anything like their processor or design potential.

Name me just one real classy classic shoot'em up for the Amiga or ST that blows you away with presentation and sheer heart thumping action?

There really isn't that much more effort needed to enhance ST to Amiga product so software houses PLEASE take time out to vamp it up.

It will increase sales and your coders ability to produce hot 68000 product...

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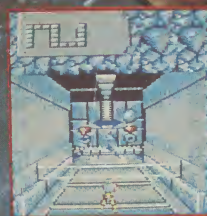
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